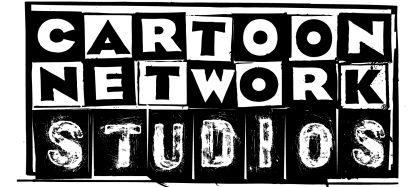




“The Eyes”

1002-031

Network Pitch



Date 04/01/10

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 04/01/10
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time with Finn & Jake Created by
Pendleton Ward

Creative Director
Pat McHale

Storyboard by
Somvilay Xayaphone & Kent Osborne

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 1

Sc. 1

Pnl. A

Bg.

day night

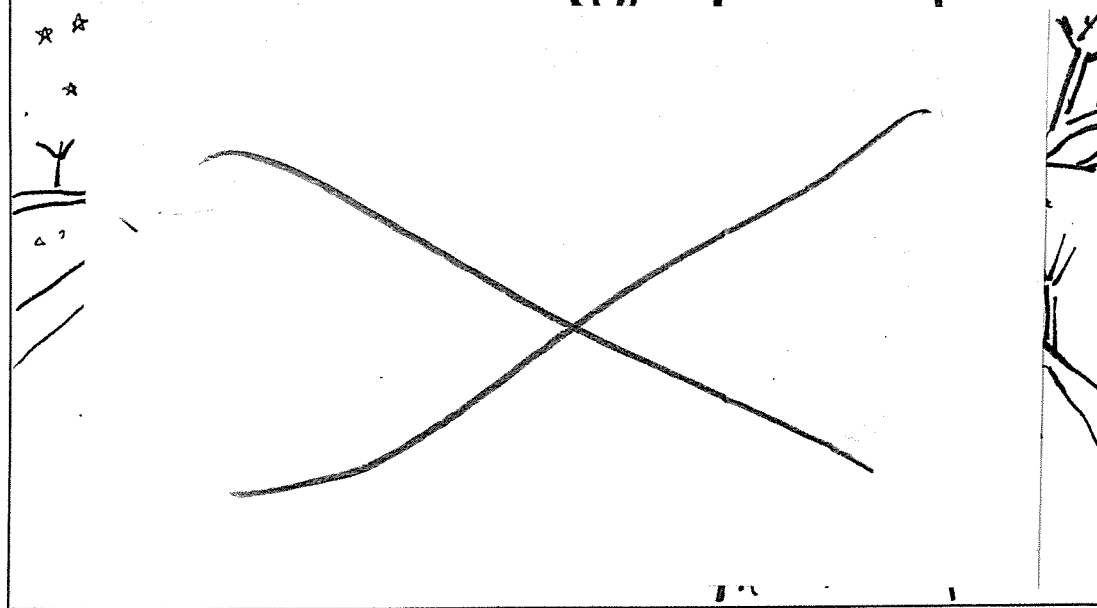


Sc.

Pnl. B

Bg.

day night



Dialog:

F/Cos) (YAWN!)

Action:

Timing:

EPISODE # 100231

Production :

ADVENTURE TIME

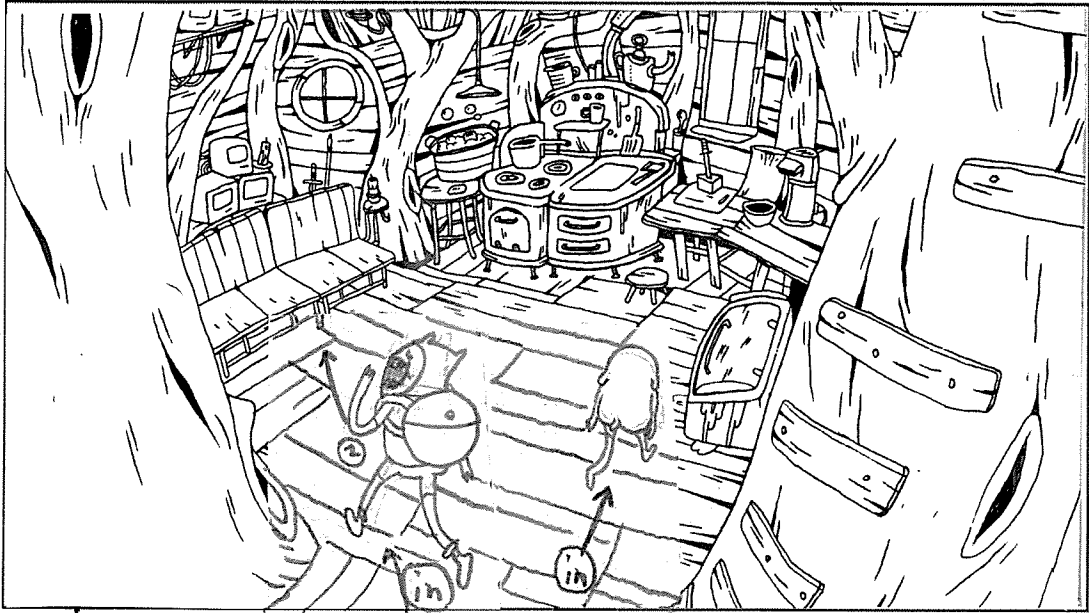


Sc. 2

Pnl. A

Bg.

day night

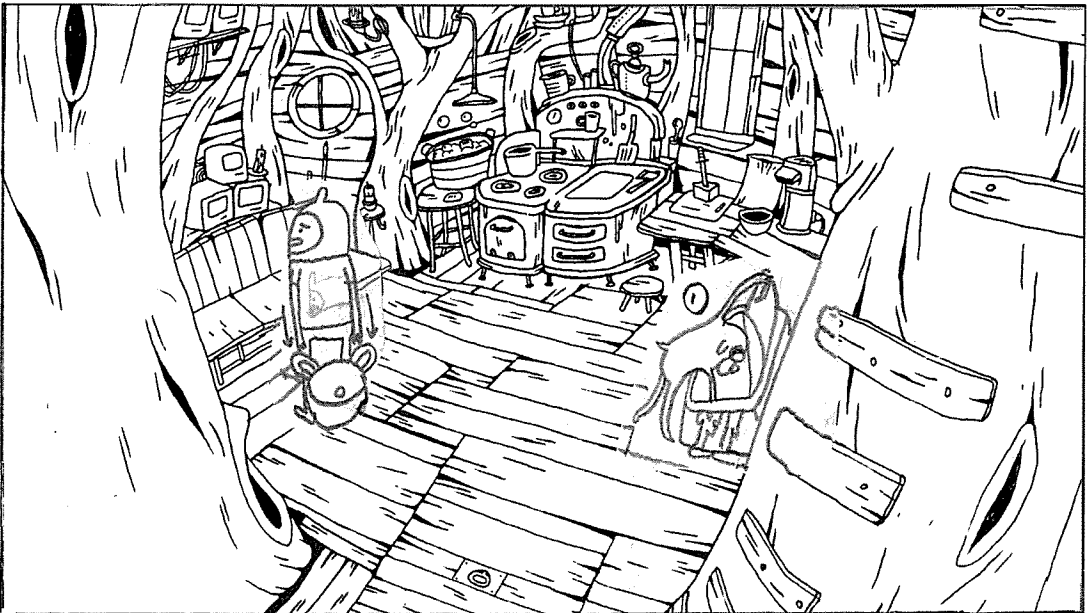


Sc.

Pnl. B

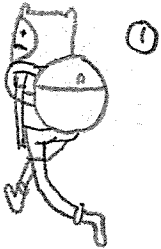
Bg.

day night



Dialog:

F/ (Bigger Yawn!)



F/ man, why am I so sleepy?



Action:

← BG

(Finn drops bag on ground)
(Jake pulls out banana)

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



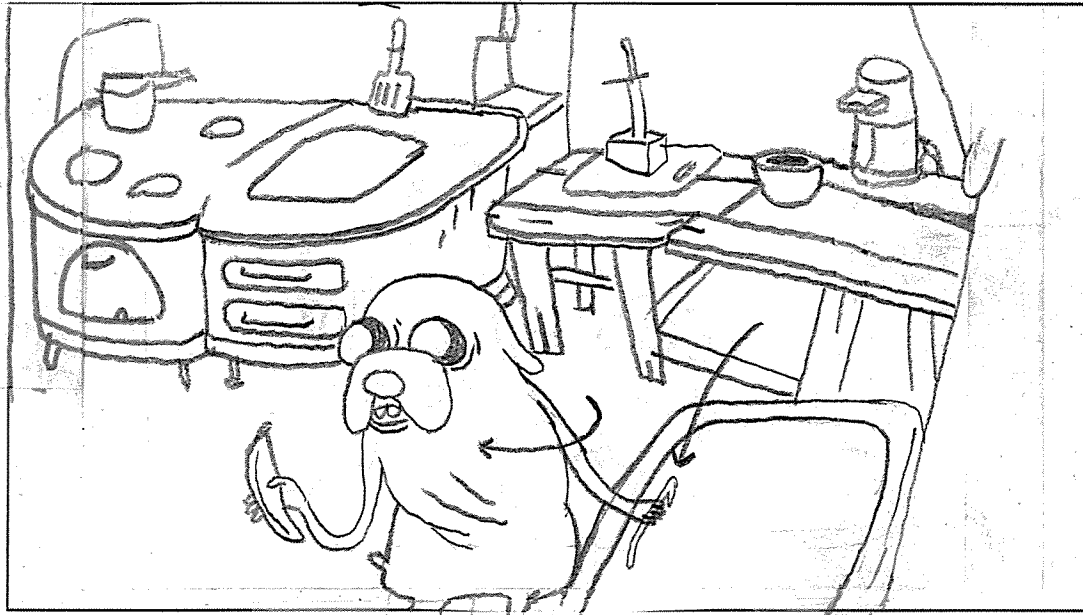
Page 3 A

Sc. 2

Pnl. C

Bg.

day night



Sc. 3 A

Pnl. A

Bg.

day night



Dialog:

J/ Dude →

J/ we've been up for like-

Action:

J/ shuts fridge and twists
top torso around

J/ twists bottom
torso to face
finn. Reach for bowl

Timing:

EPISODE # 100231

Production :

ADVENTURE TIME



Page 3B

Sc. 3B

Pnl. A

Bg.

day night

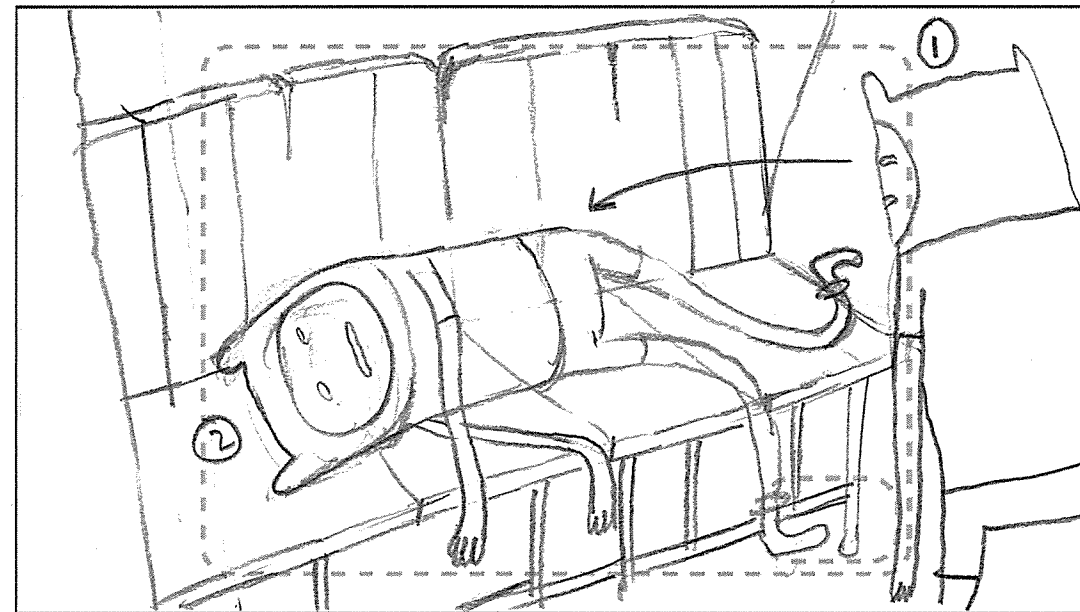


Sc. 3C

Pnl. A

Bg.

day night



Dialog: J/ - seven days!

F/ for realzies?

Action: J/ squeeze banana out of
peel into bowl.

F/ drops on the couch

Timing:

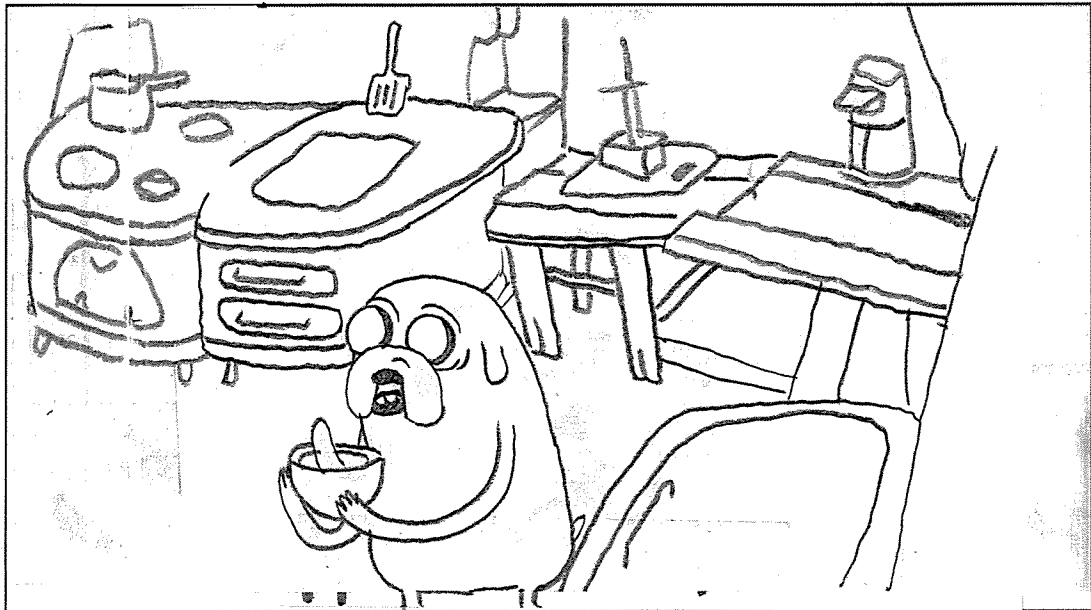
EPISODE # 100231

Production :

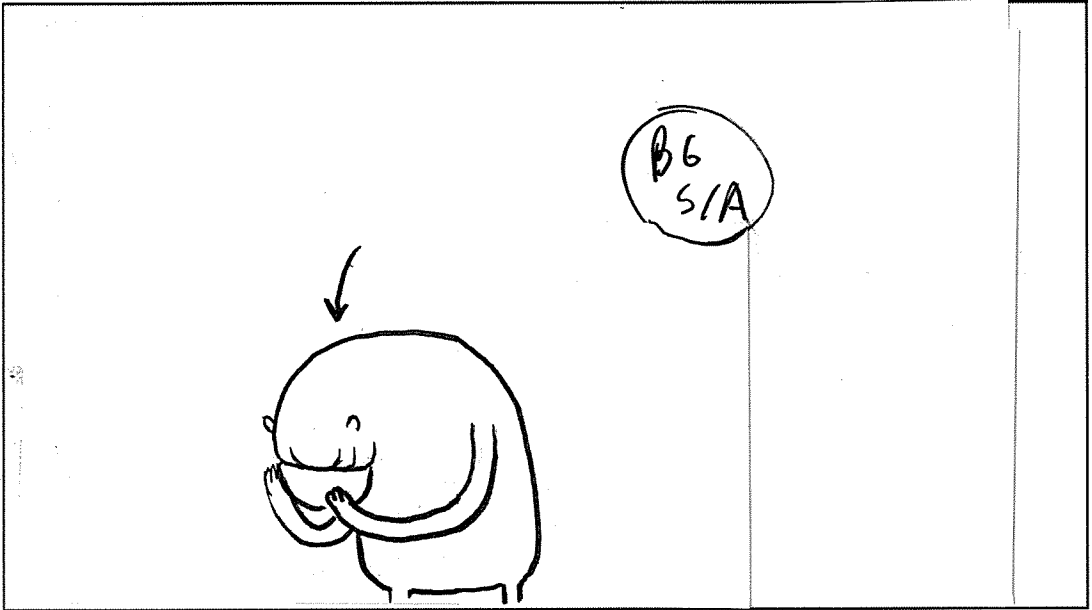
ADVENTURE TIME



Sc. 4 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

J/ Yeah For realsies.

Action:

← BG

Timing:

J:*munch munch munch*

Jake slams head in bowl
& eats bannan.

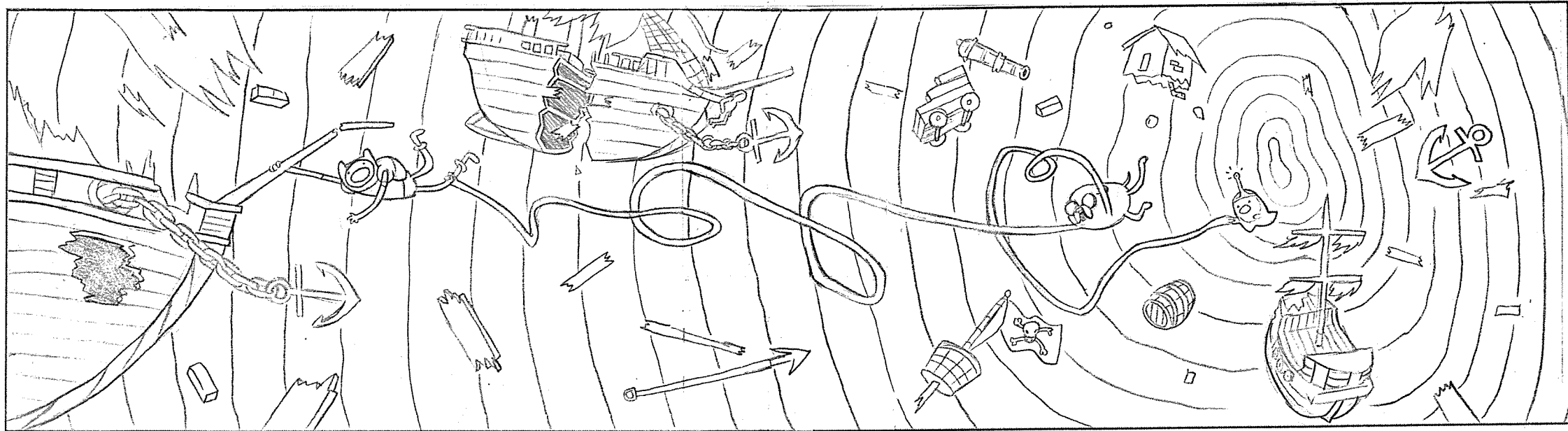
EPISODE # 100231

Production :

ADVENTURE TIME



Sc. 5 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:
(food in mouth) Remember?
J/ (v.o) First we rescued
slime princess from the ghost ship vortex.

Action:
start pan —————> End

Timing:

EPISODE # 100231
Production

ADVENTURE TIME

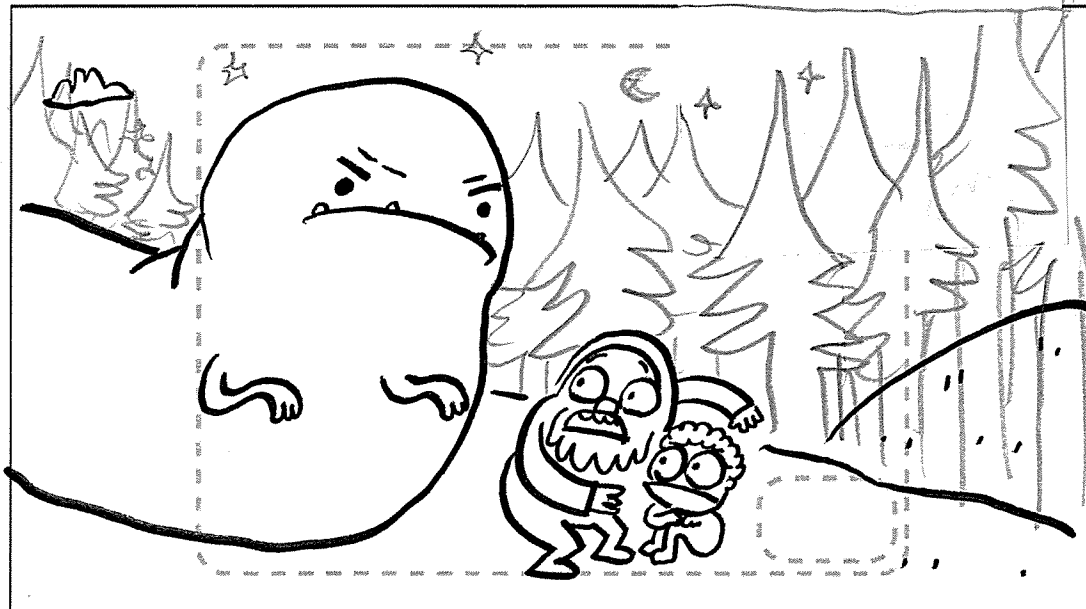


Page 7

Sc. 6

Pnl. A

ght

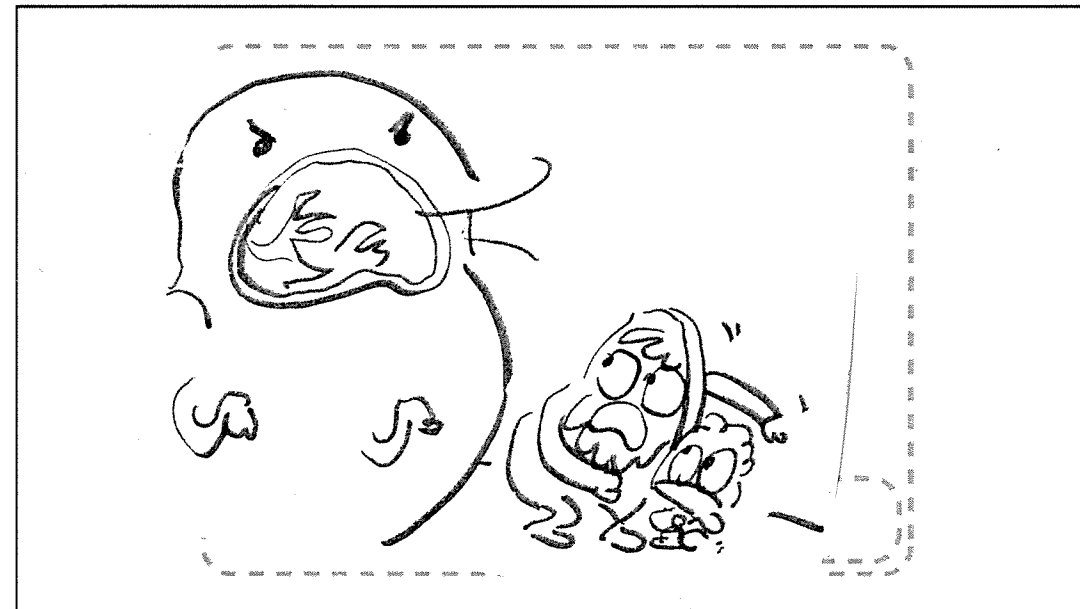


Sc.

Pnl. β

Bg.

day night



Dialog:

* Jake swallows food-gulp*
J/(v.o) Then we slayed that
Fire dragon....

D/ (inhale!)

Action:

dragon leans back , ready to
breathe Fire

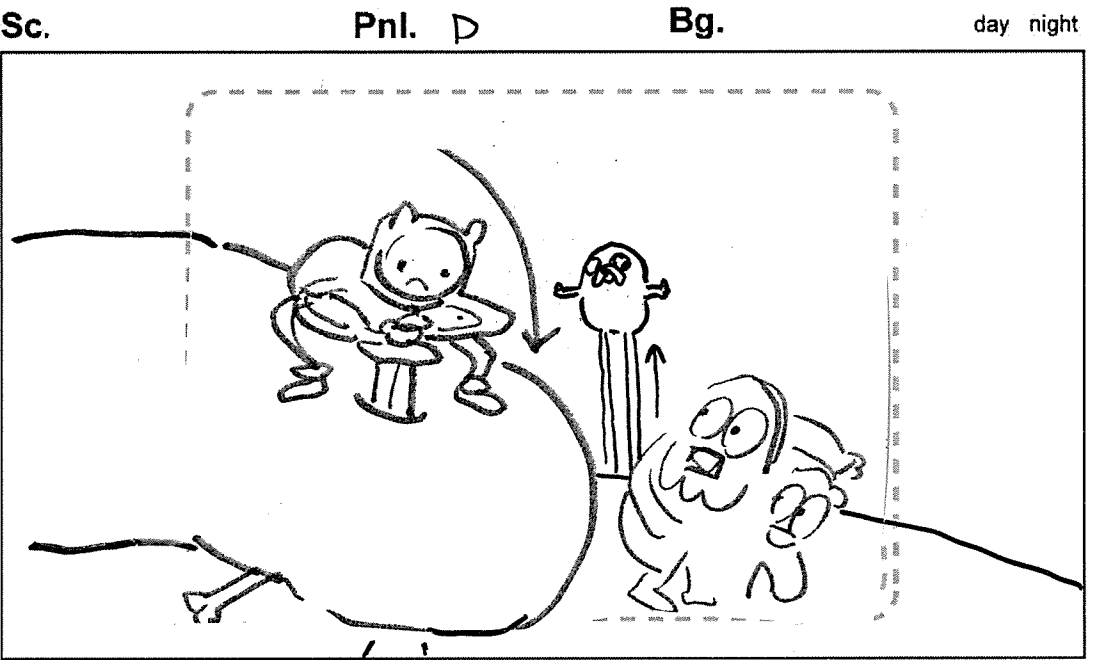
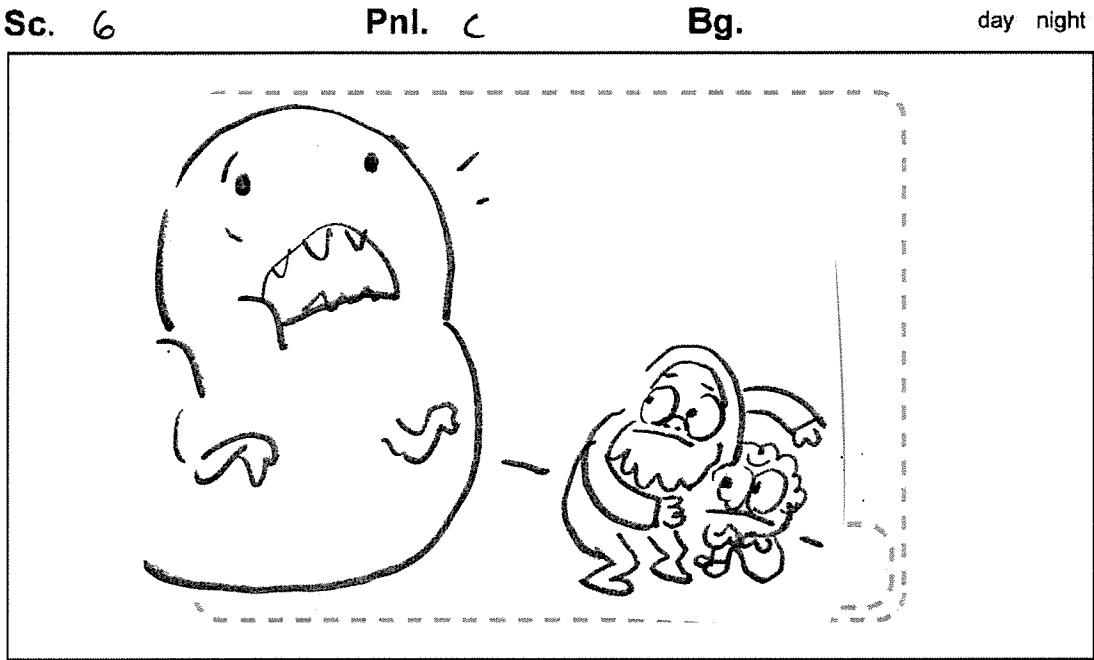
Timing:

EPISODE # 100231

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	D/ * (gasp!)	(plop)
Action:	JAKE STRETCHES (IN)	
Timing:		

EPISODE # 100231
Production :

ADVENTURE TIME



Sc. 6 Pnl. E Bg. day night

Sc. 7 Pnl. A Bg. day night

Dialog:	J/(vo) and that took a couple of days ...
Action:	Take and people clap.
Timing:	

EPISODE # 100231

Production :

ADVENTURE TIME



Sc. 7

Pnl. B

Bg.

day night

Sc. 8

Pnl. A

Bg.

day night

Dialog:

Action:

Timing:

F / ha ha J / wheee!
(F:) (v.o) oh yeah.. and we went to LSP's Quinceañera.

EPISODE # 100231

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



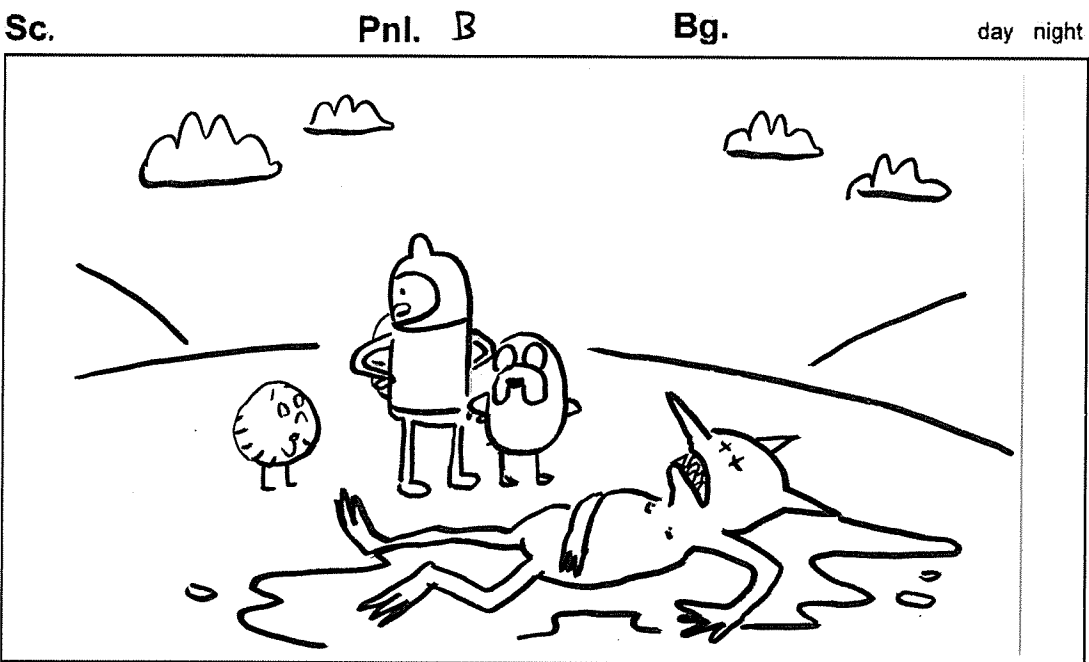
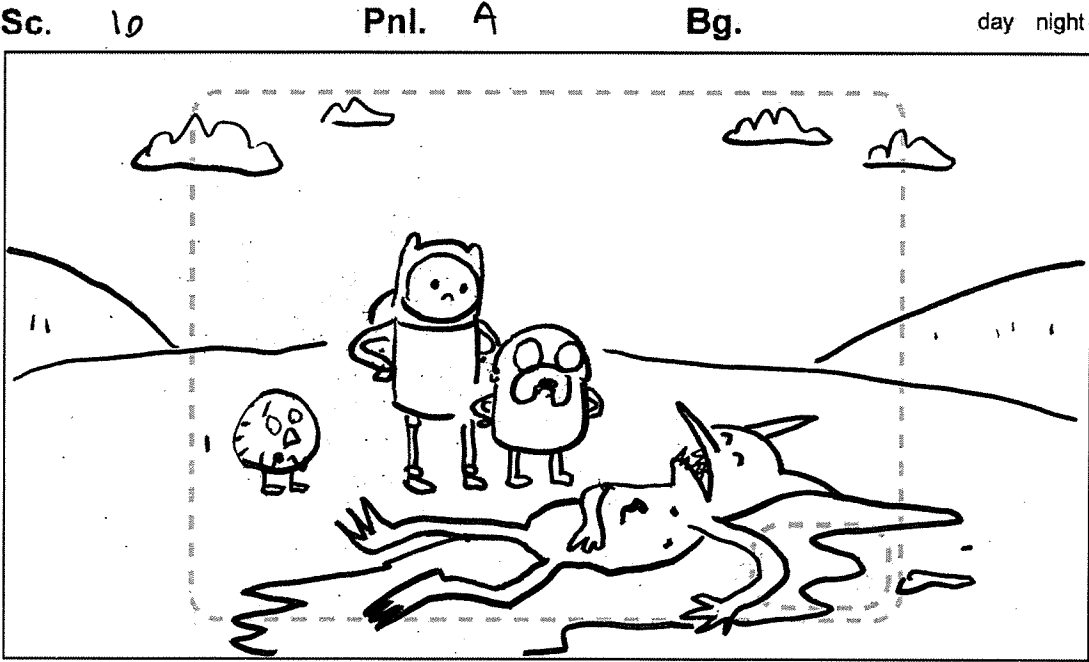
Sc. 8 Pnl. B Bg. day night


Sc. 9 Pnl. A Bg. day night

Dialog:	LSP / Aw, no way, you guys made it!	J / helped Peppermint Butler with his goblin problem.
Action:	ADJ →	(track Finn + Jake)
Timing:		

Production : 100231 EPISODE #

ADVENTURE TIME



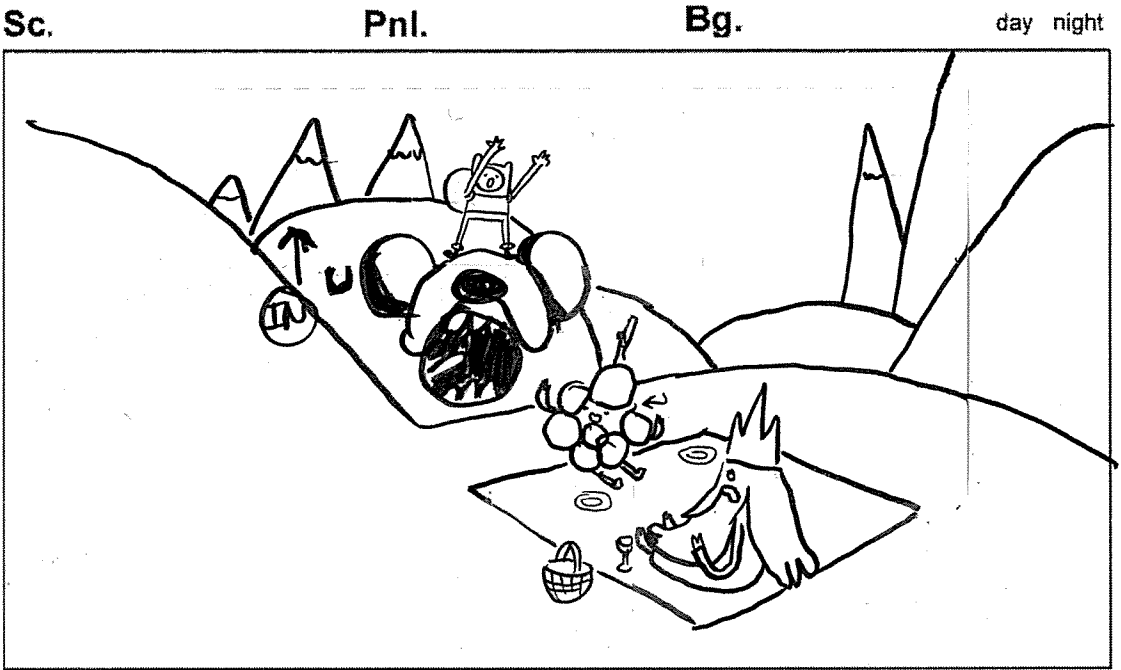
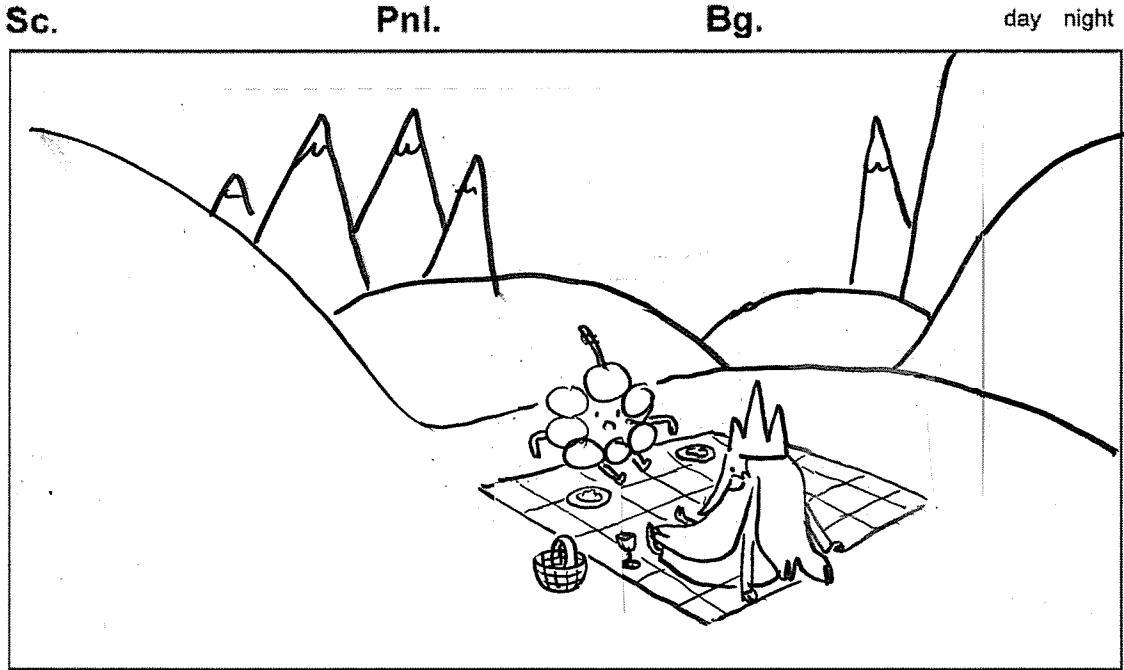
Dialog:	
PB/ I swear, I found him like this! ..	F/ We'll take care of it, Peppermint Butler
Action:	
2  I don't know what happened..	
Timing:	

EPISODE # 100231

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

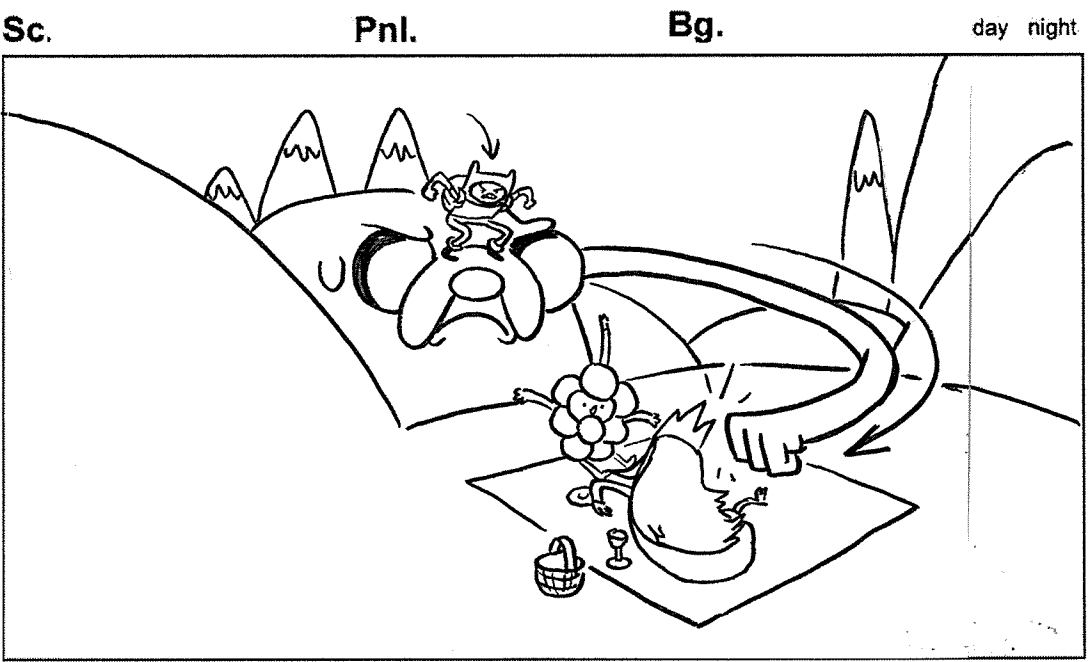
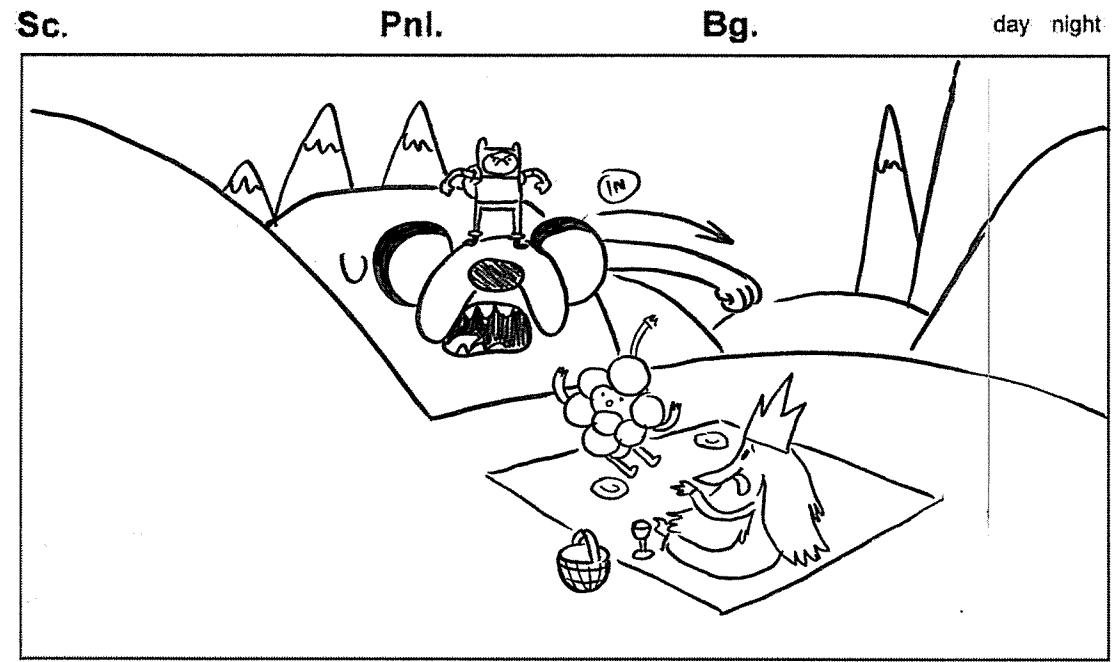


Dialog:	<p>Ⓕ (V.O) ^{we} rescued wild Berry Princess from the Ice King.</p>	<p>Ⓕ RAU RR!!! Ⓕ RORRR!!!</p>
Action:		
Timing:		

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

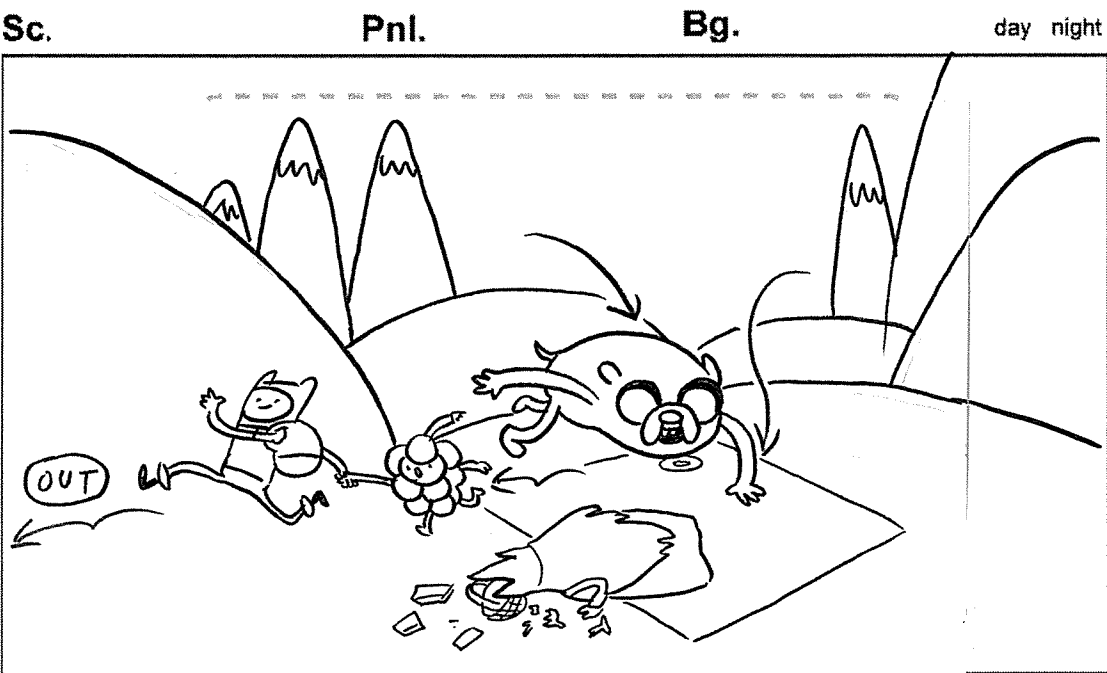
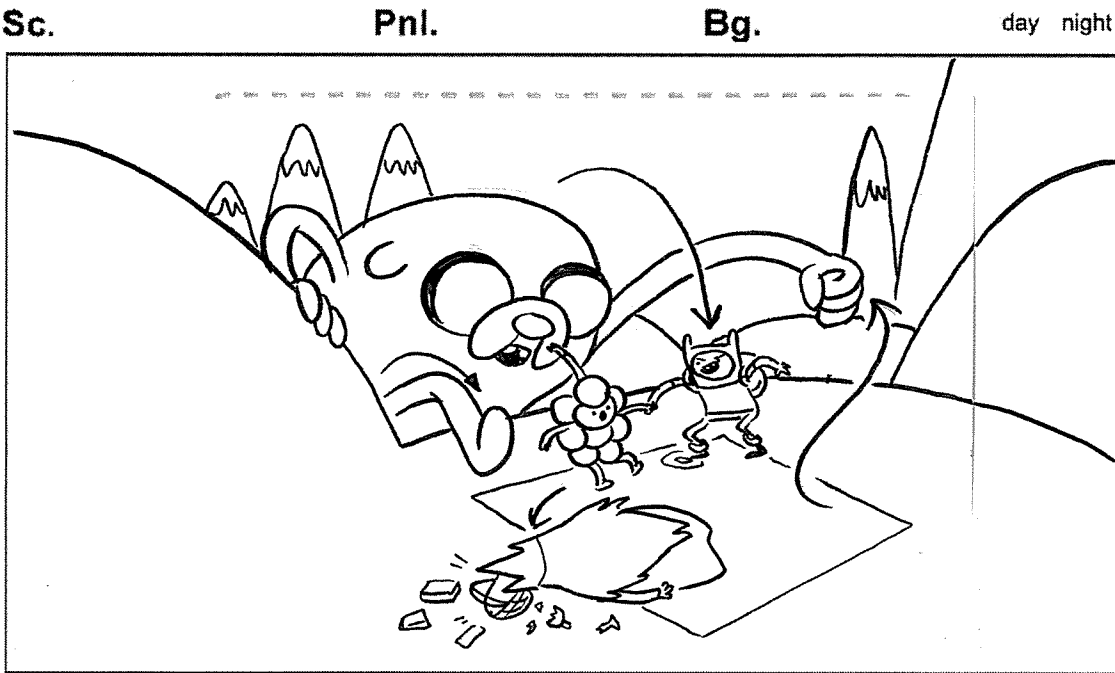


Dialog:	IK/ Ungh!
Action:	
Timing:	

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	
Action:	(crash!)
Timing:	
	Finn runs away with WBP

EPISODE # 100231
Production :

ADVENTURE TIME



Sc. 5

Pnl. B

Bg.

day night

Dialog:

Action:

Timing:

Sc.

Pnl. C

Bg.

day night

IK/ we were just
having a picnic!

Jake runs out

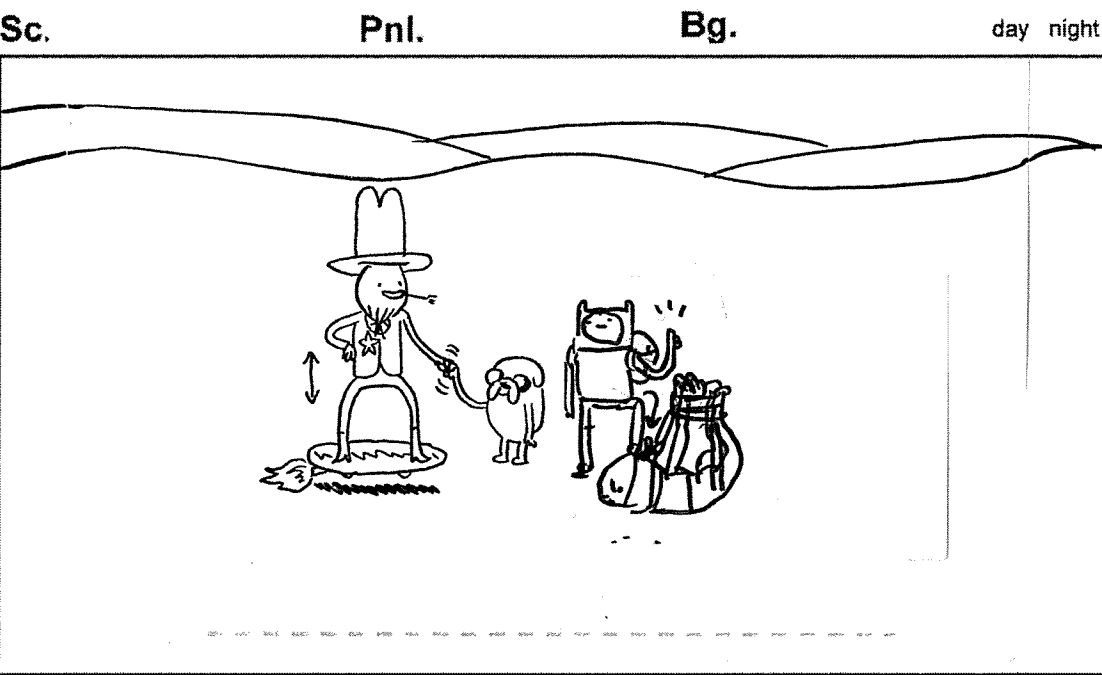
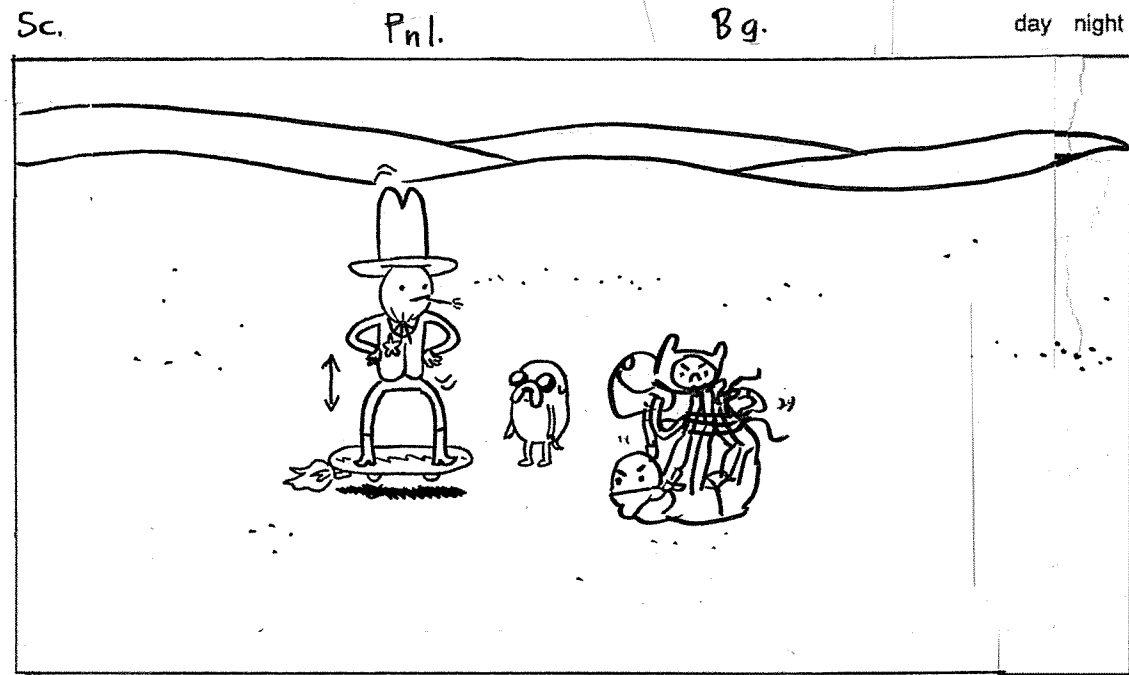
EPISODE # 100231

Production :

ADVENTURE TIME



Page 17



Dialog:	J: then we captured that bandito.	Sheriff: thanks you guys.
Action:		
Timing:		

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, dug

EPISODE # 100231
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



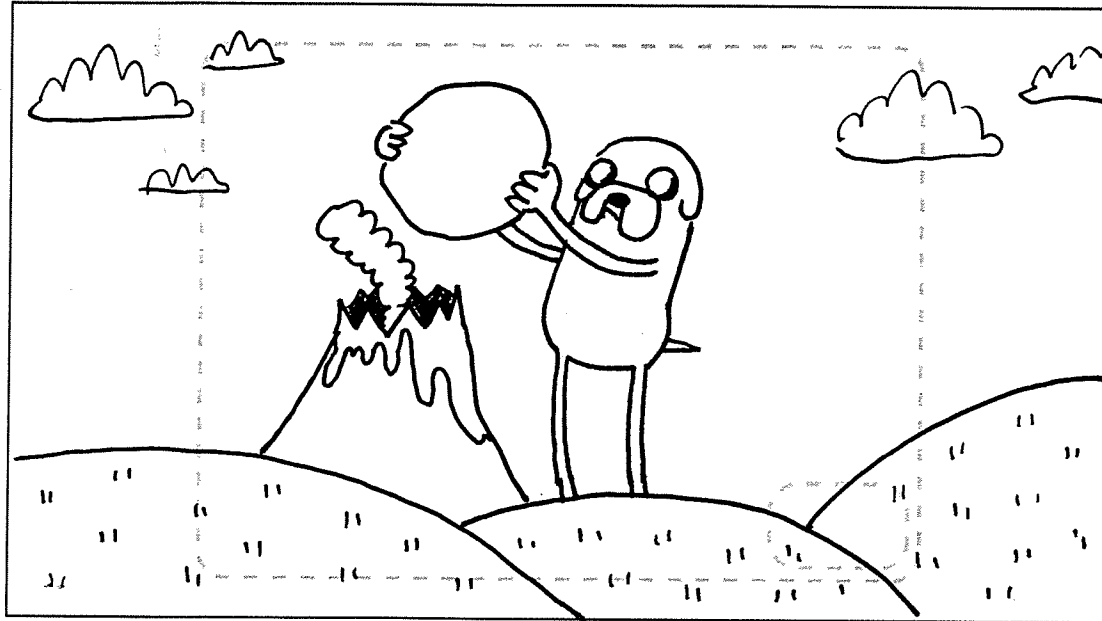
Page 18

Sc. 14

Pnl. A

Bg.

day night

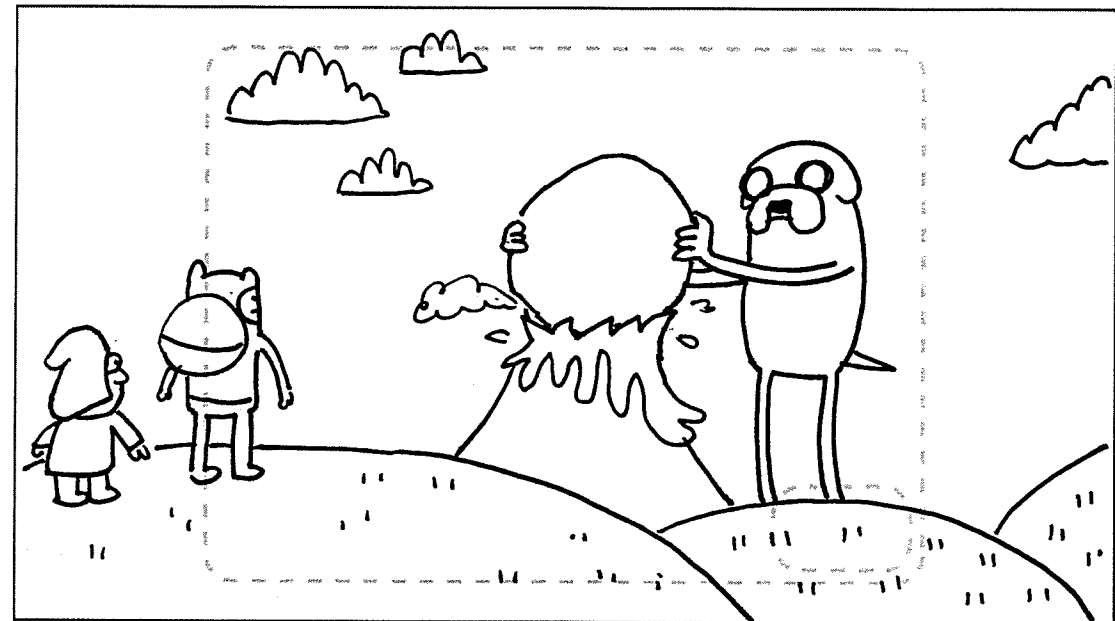


Sc.

Pnl. B

Bg.

day night



Dialog:
J/ (v.o) Saved that house..... (plug!)
Action:
← ADJ
Timing:

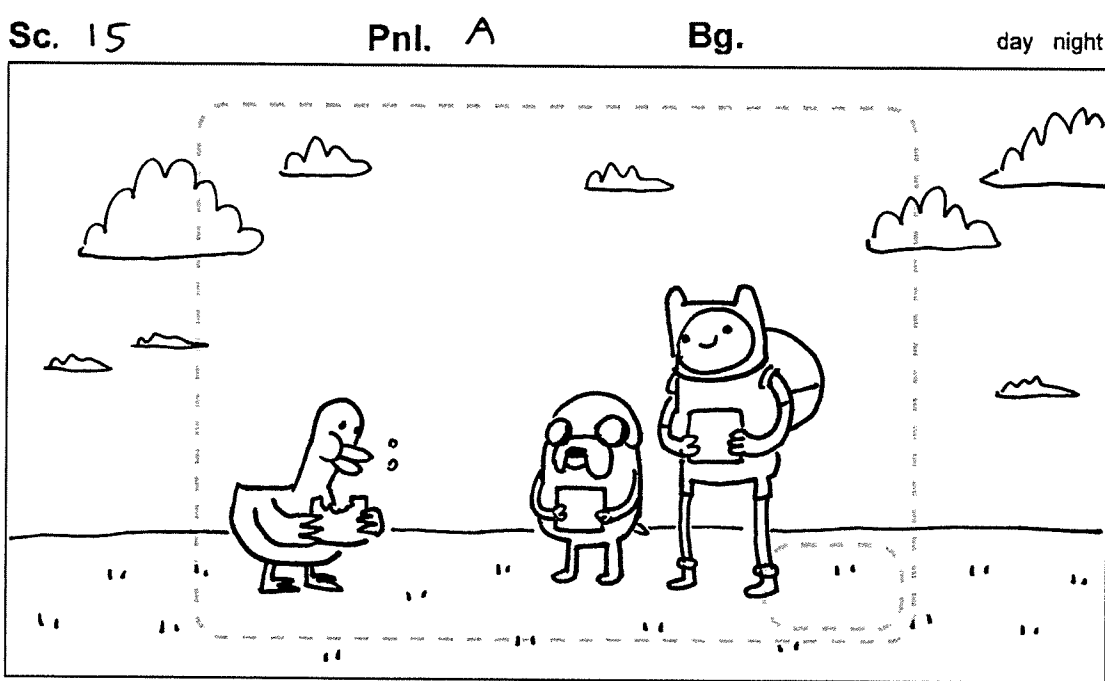
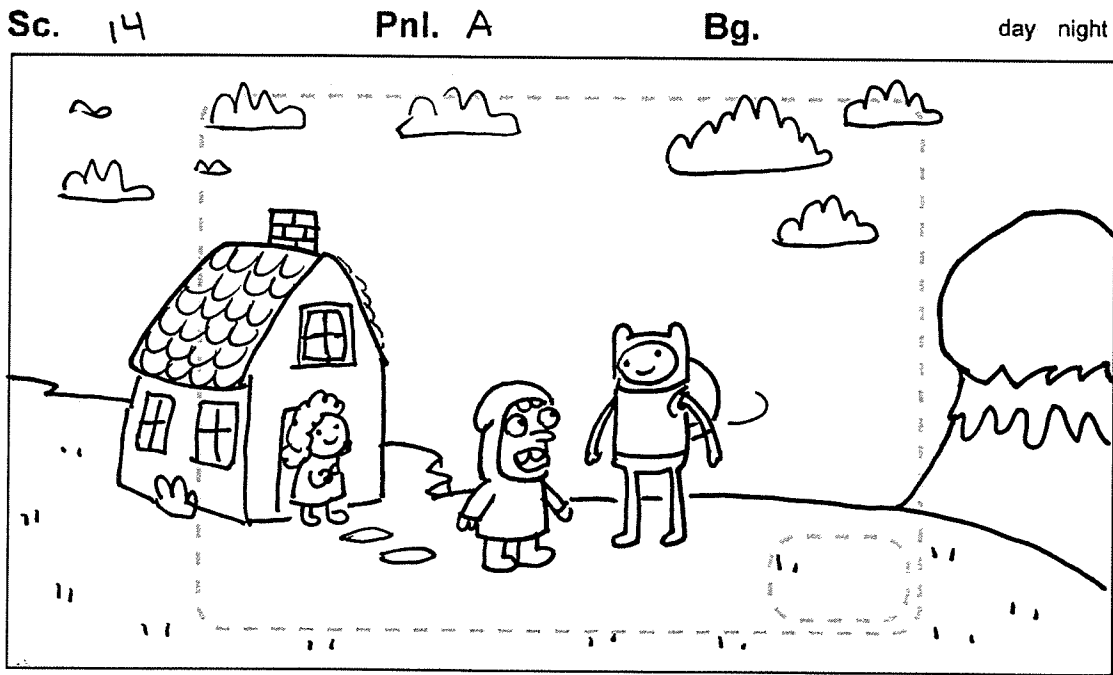
100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	G/ Thanks you guys.		J/(vo) and fed that duck (chomp, chomp, chew)	
Action:	← ADJ		(duck eating bread)	
Timing:				

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

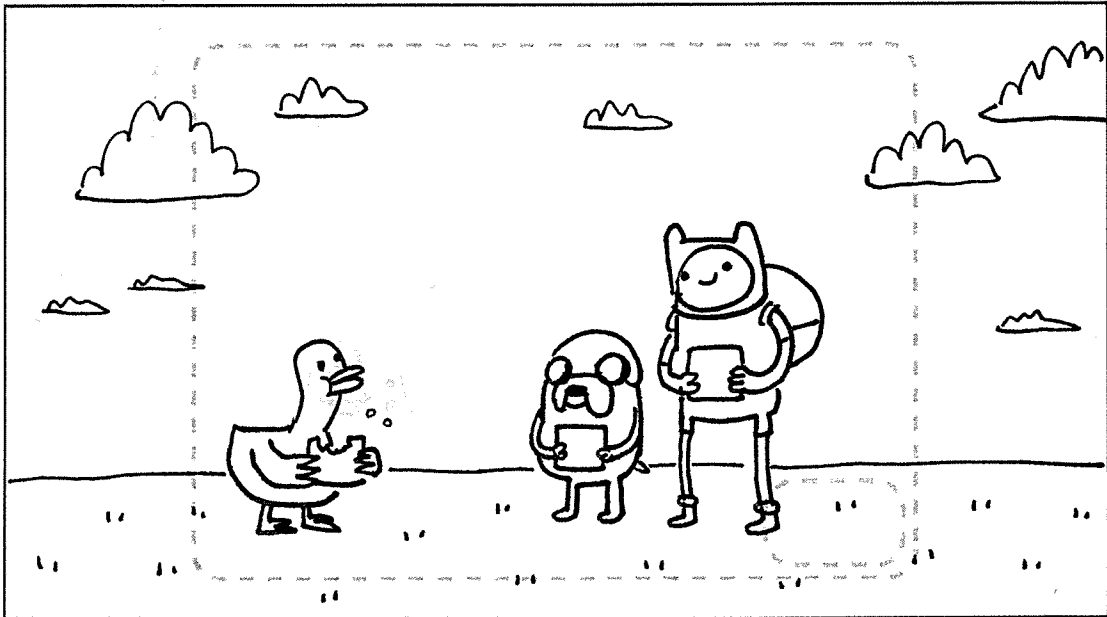


Sc. 15

Pnl. B

Bg.

day night

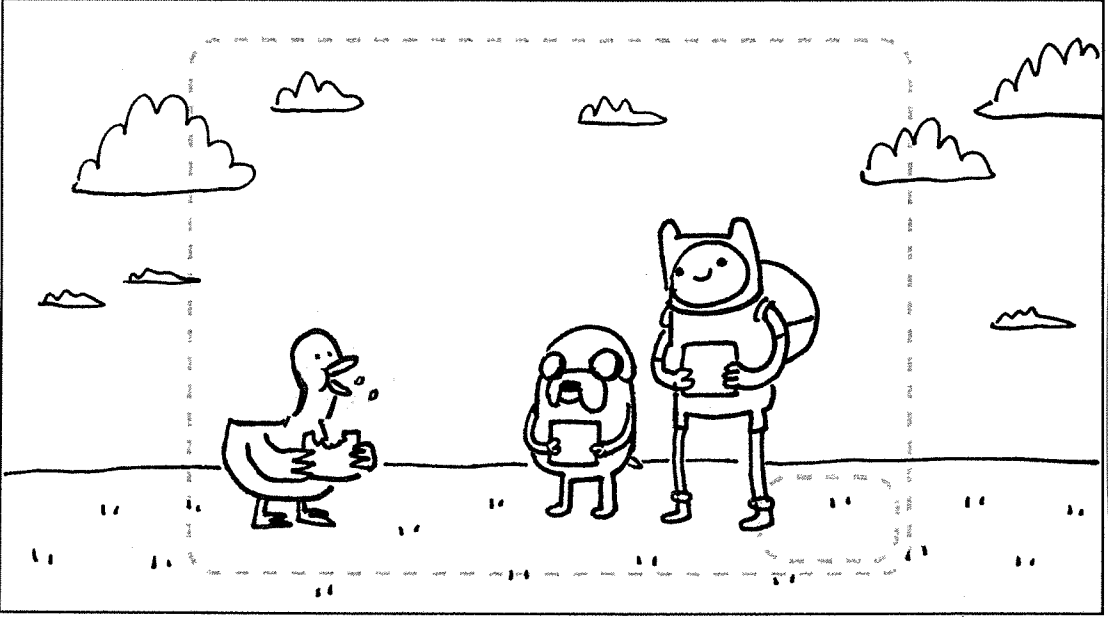


Sc.

Pnl. C

Bg.

day night



Dialog:

Duck / thanks you guys.

Action:

(duck stops eating)

Timing:

EPISODE # 100231
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME





Sc. 16 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	J/ we've had a busy WEEK ...	F/ I'm exhausted .. but happy !
Action:	 A) tying up P-J's	 2.
Timing:		

EPISODE # 100231

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 16

Pnl. C

Bg.

day night



Sc.

Pnl. D

Bg.

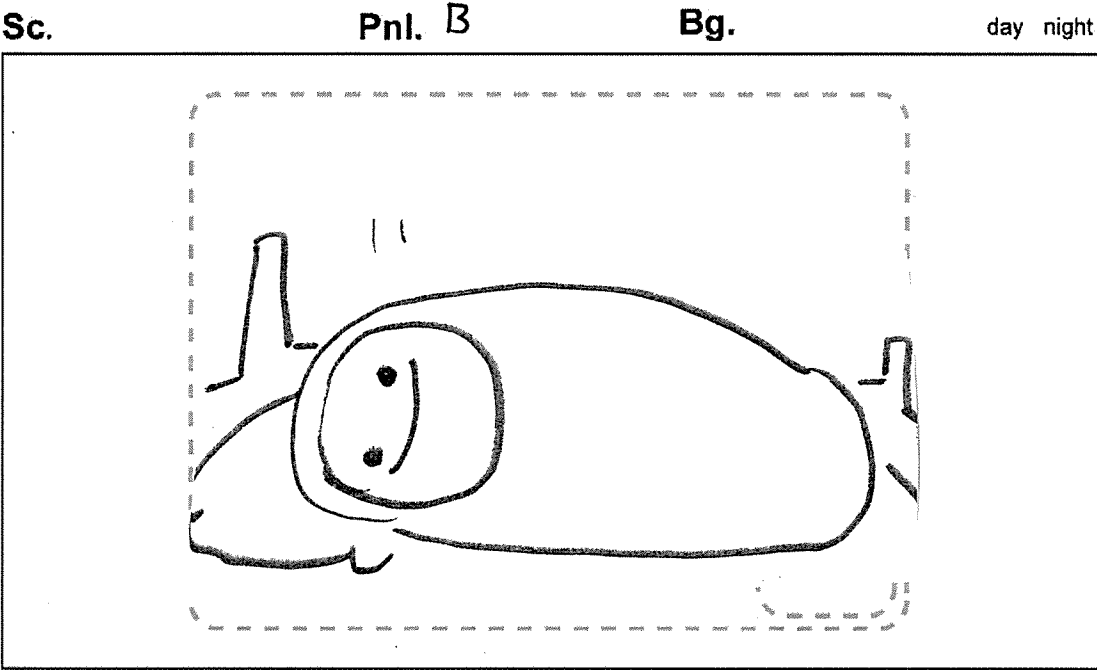
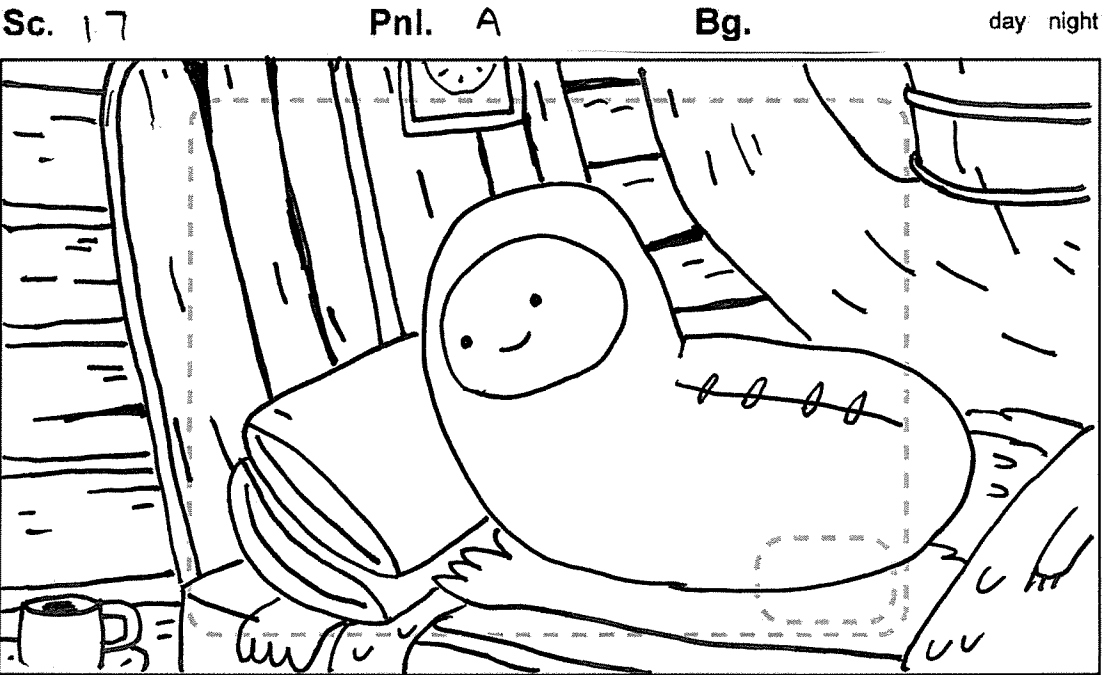
day night



Dialog:	
J/ haha , goodnight buddy!	F/ Goodnight!
Action:	
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	F/(vo) heh heh, that's right Finn...	F/(vo) adventure 'til you drop !
Action:		
Timing:		

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 17

Pnl. C

Bg.

day night

Sc.

Pnl. D

Bg.

day night

Dialog:	F / Yawn!	F / (vo) (super sleepy) Goodnight ... me...
Action:		
Timing:		

EPISODE # 100231

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 17

Pnl. E

Bg.

day night

Sc.

Pnl. F

Bg.

day night

Dialog:	FINN: Mmm...
Action:	
Timing:	

EPISODE # 100231

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 17

Pnl. G

Bg.

day night

Sc.

Pnl. H

Bg.

day night

Dialog:	FINN (ADJUSTING SOUND)
Action:	
Timing:	

EPISODE # 100231

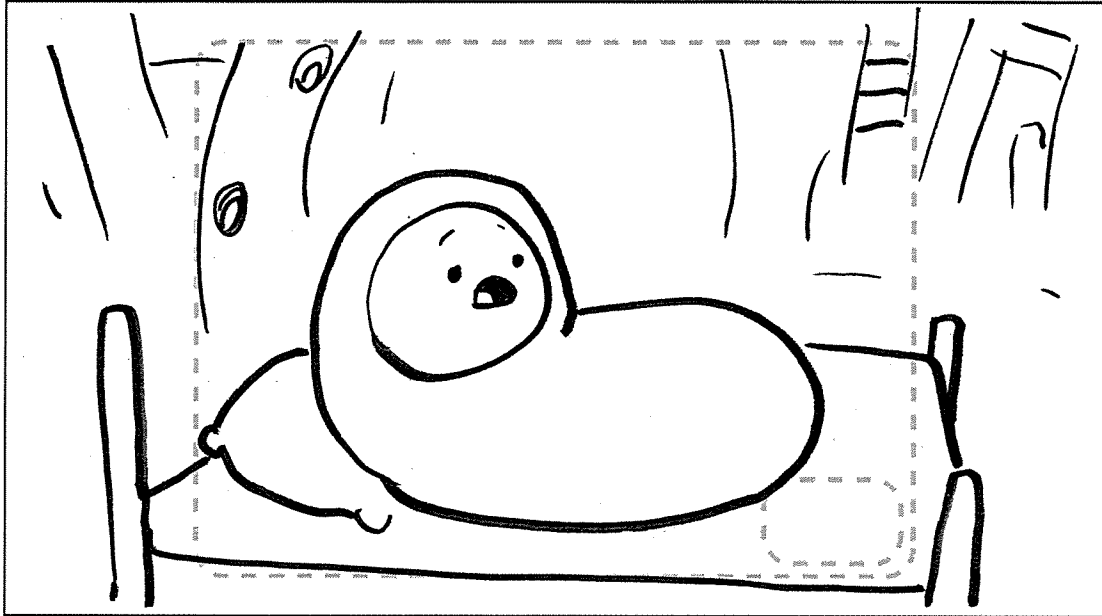
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

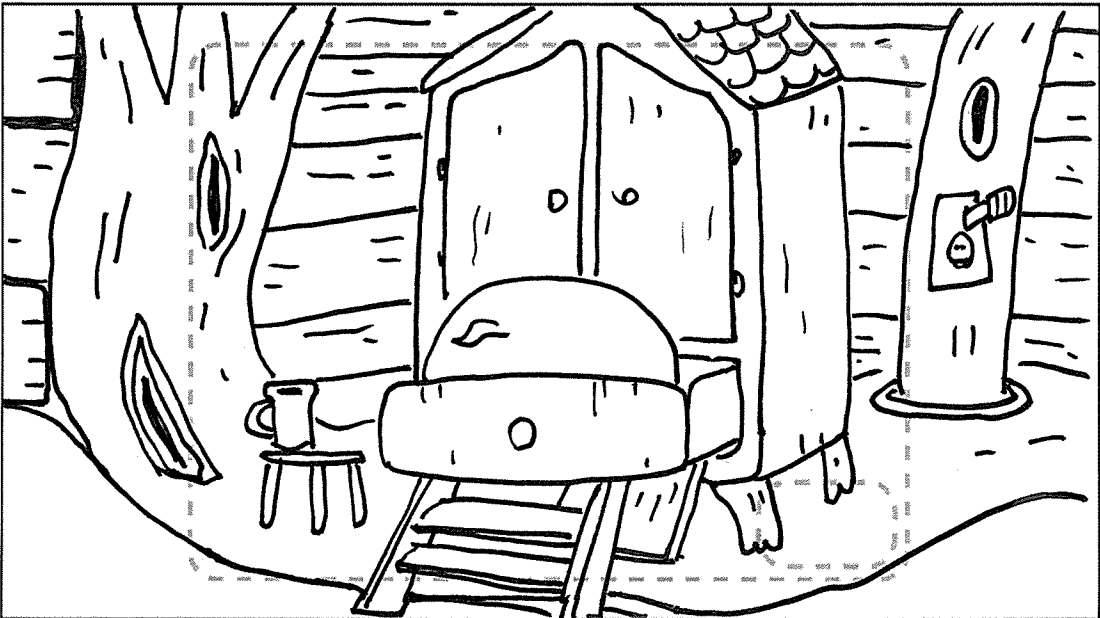
ADVENTURE TIME



Sc. 17 Pnl. 1 Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog:
F/ Hey Jake ?
Action:
Timing:

Production : EPISODE # 100231

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

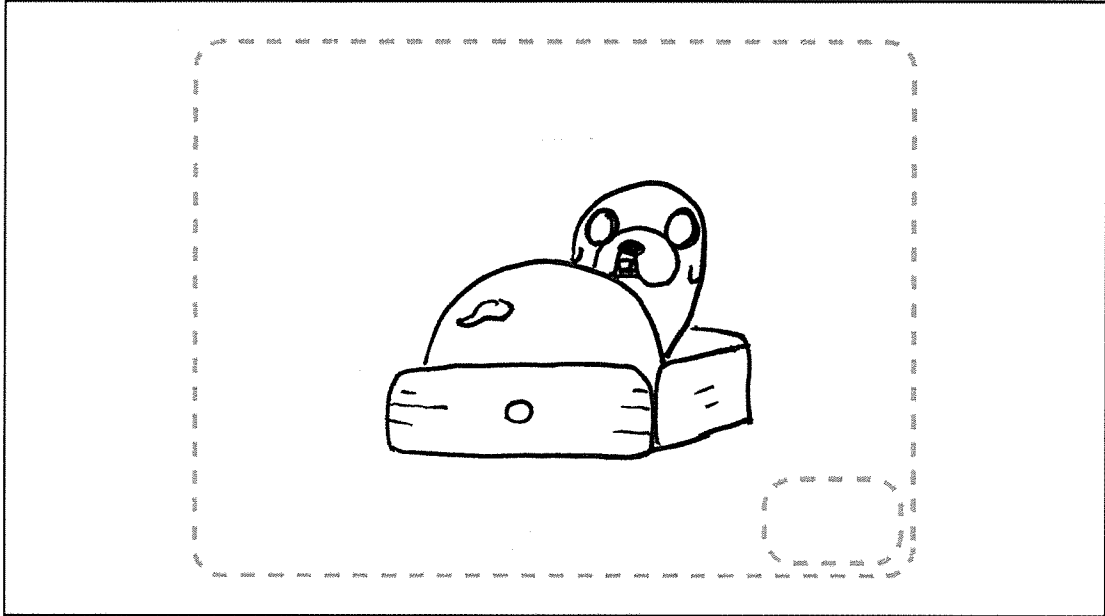


Sc. 14

Pnl. B

Bg.

day night

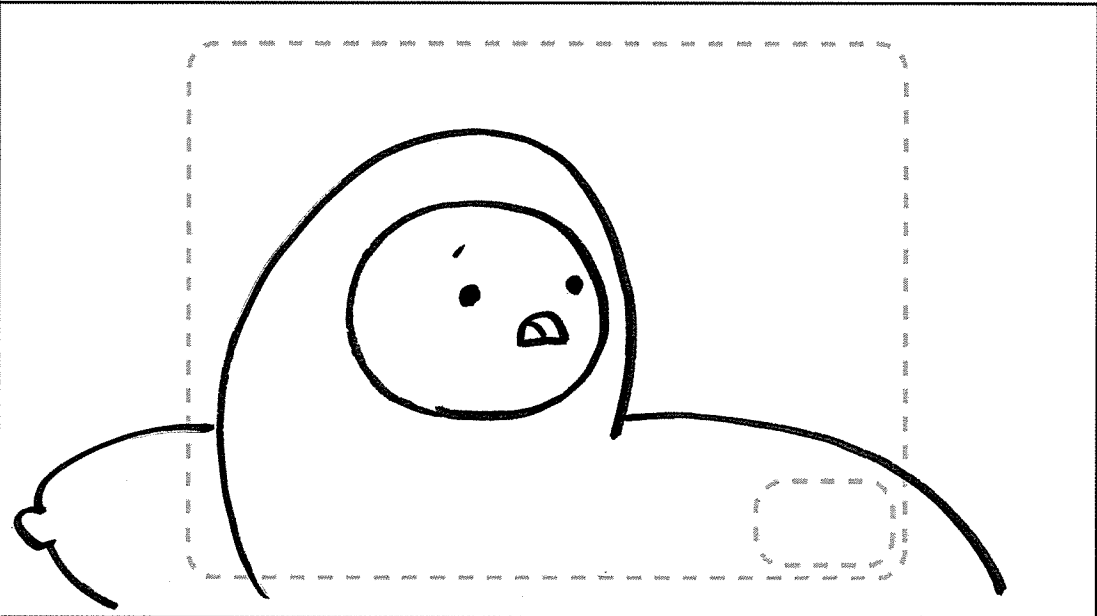


Sc. 19

Pnl. A

Bg.

day night



Dialog:	J/ Yeah?	F/ can you sleep?
Action:		
Timing:		

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night

Sc. 21 Pnl. A Bg. day night

Dialog:	J / No.	F / I can't sleep either
Action:		
Timing:		

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 21 Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:	J/ Yeah , what's goin' on with that?	F/ I don't know, but I've got the strangest feeling...
Action:		
Timing:		

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 21

Pnl. D

Bg.


day night

Sc.

Pnl. E

Bg.

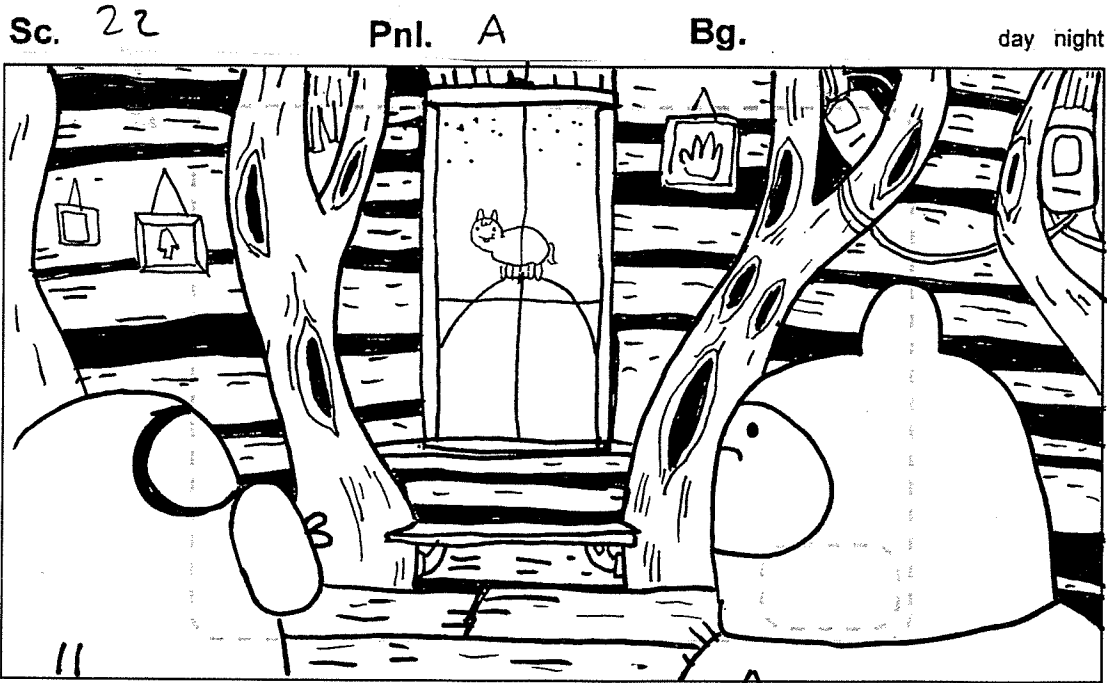
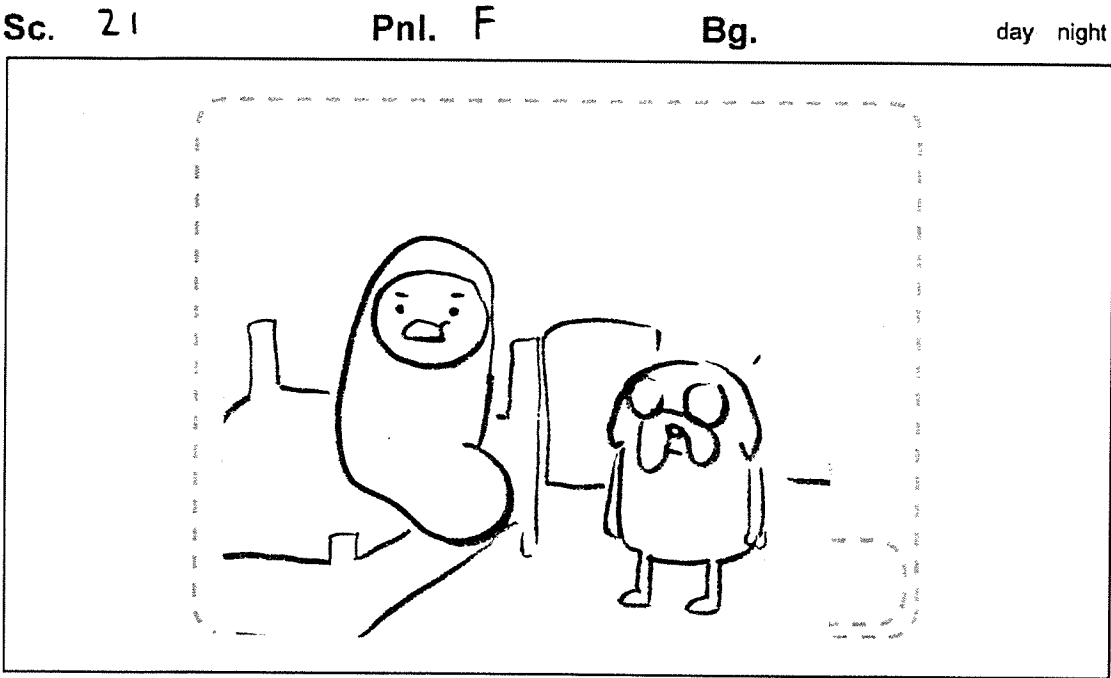
day night

Dialog:
Action:  2
Timing:

Production : 100231 EPISODE #

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	F/ that were a —	being watch ed.
Action:		
Timing:		

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 23	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

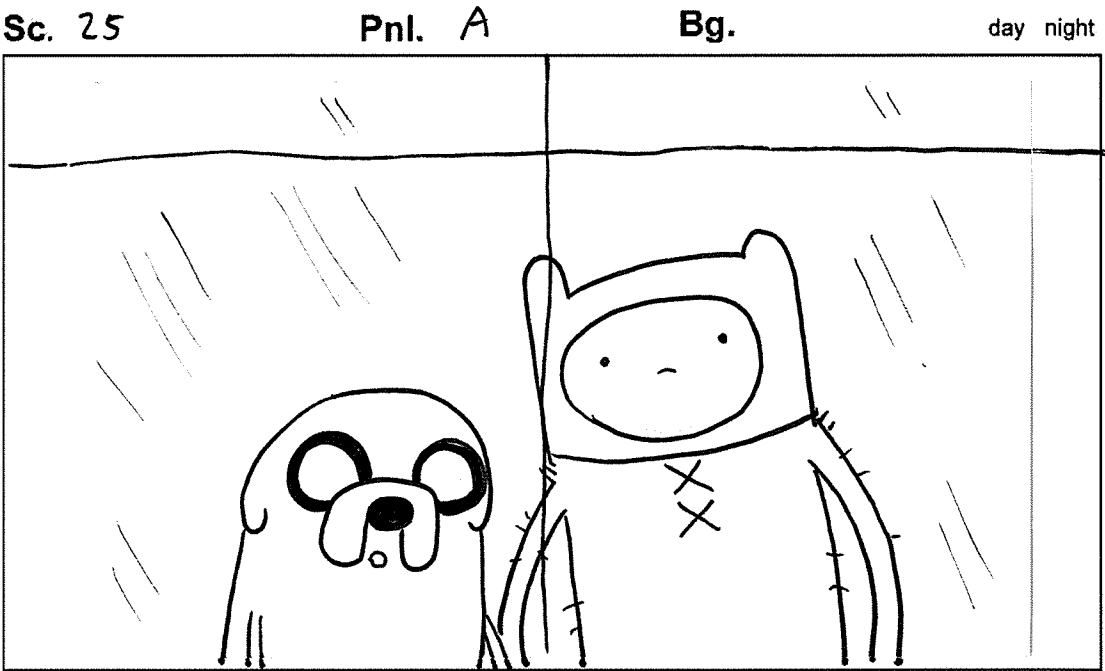
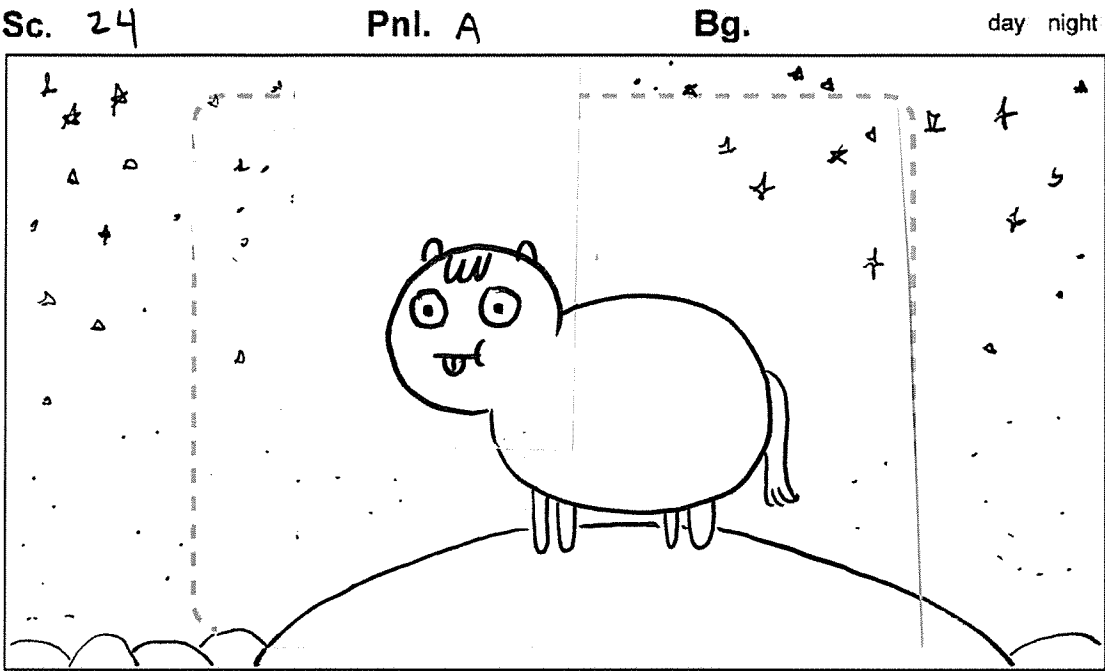
Dialog:	
Action:	
Timing:	

EPISODE # 100231

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

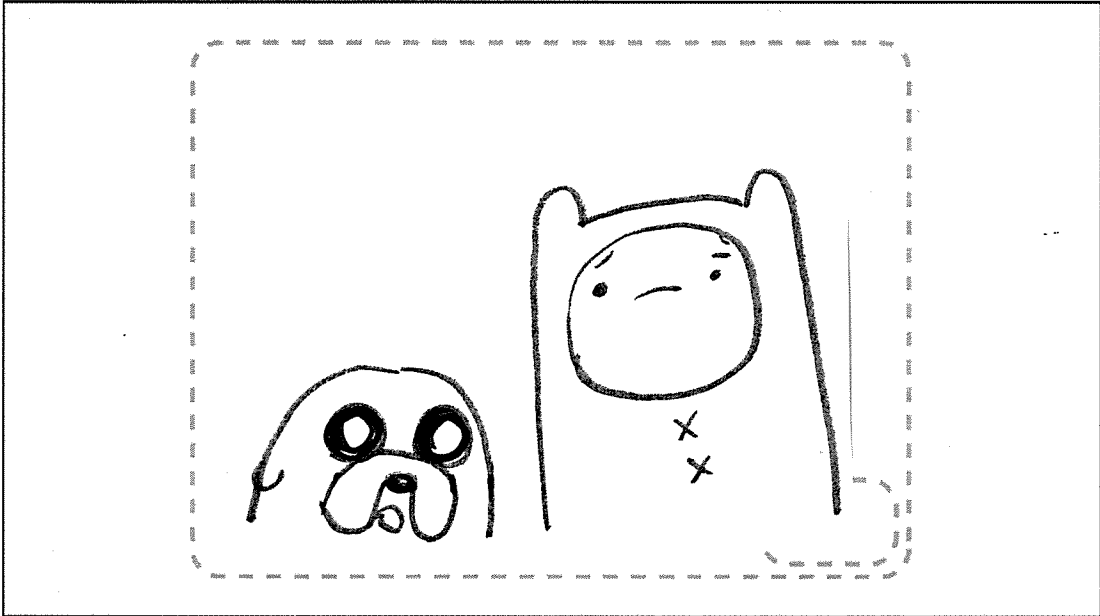
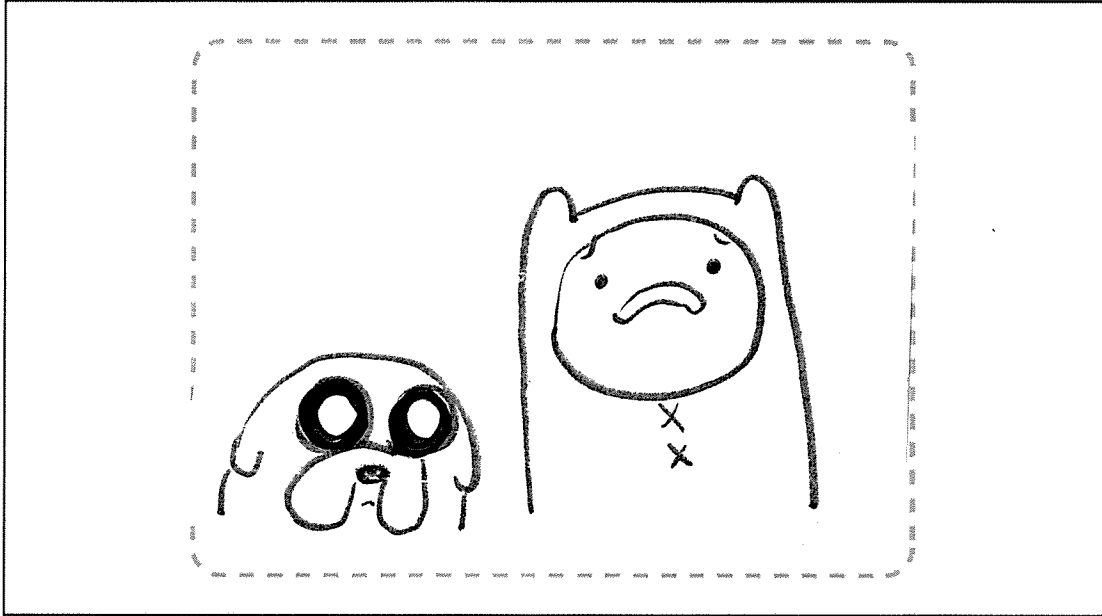
EPISODE # 100231 Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 25 Pnl. B Bg. day night Sc. Pnl. C Bg. day night



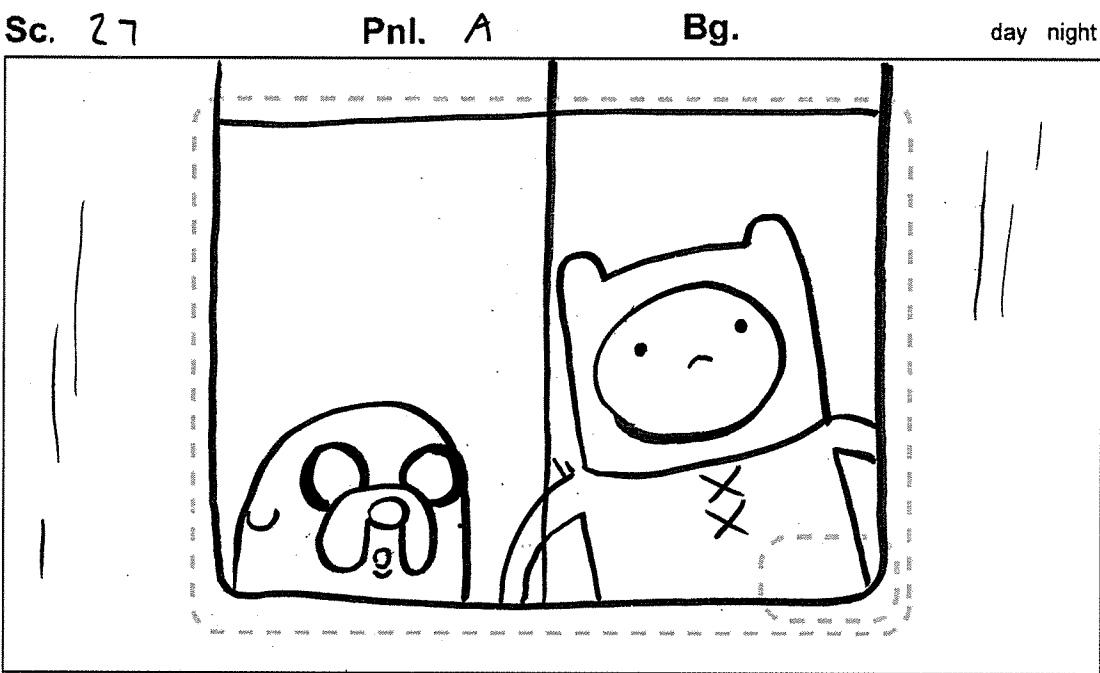
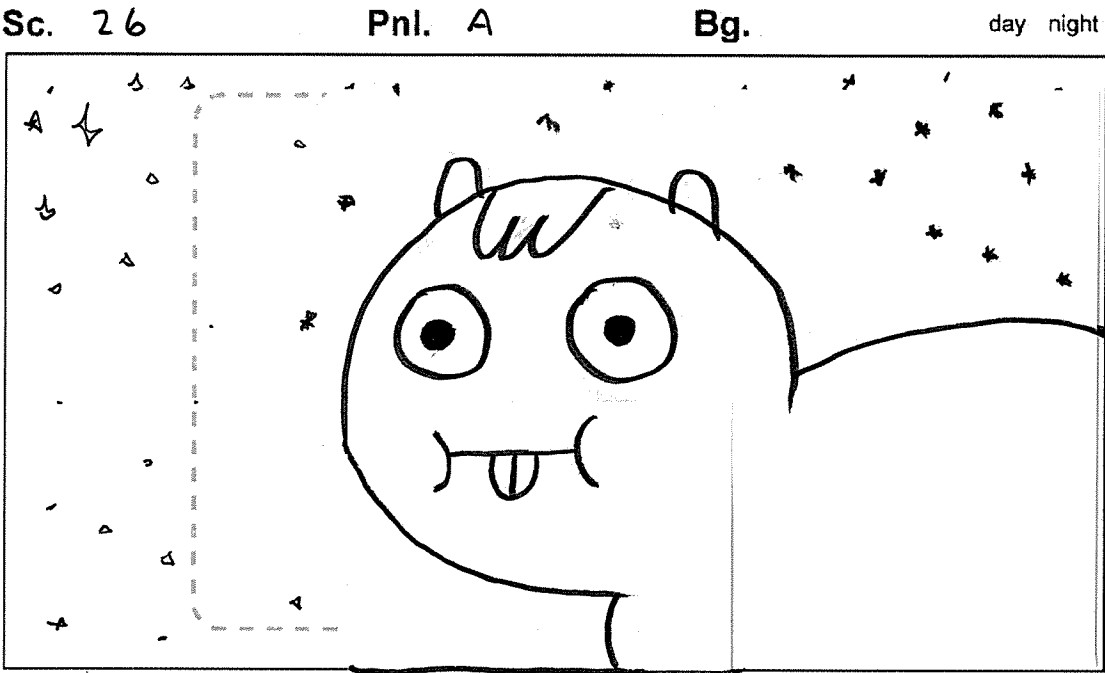
Dialog:	F / why is that horse staring at us?	J / I have no idea.
Action:		
Timing:		

EPISODE # 100231

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

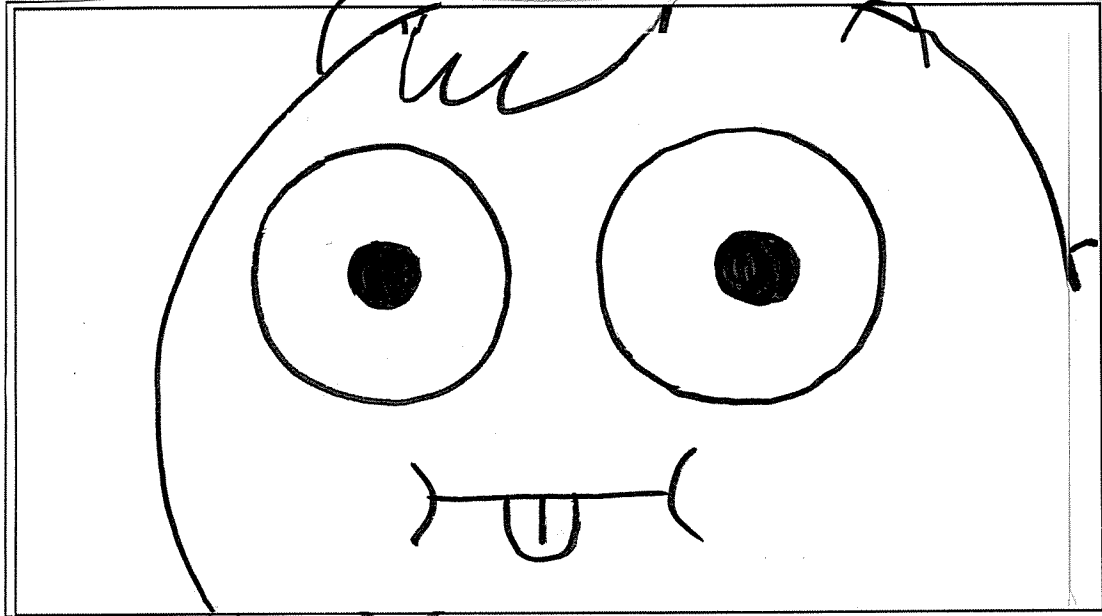


Sc. 28

Pnl. A

Bg.

day night

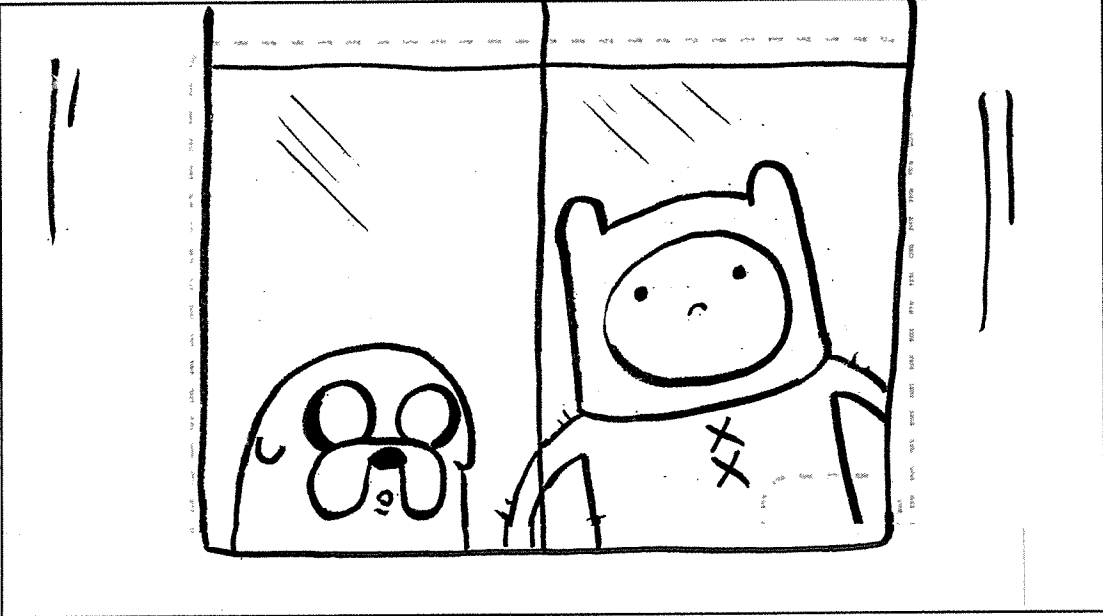


Sc. 29

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

Production : 100231

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

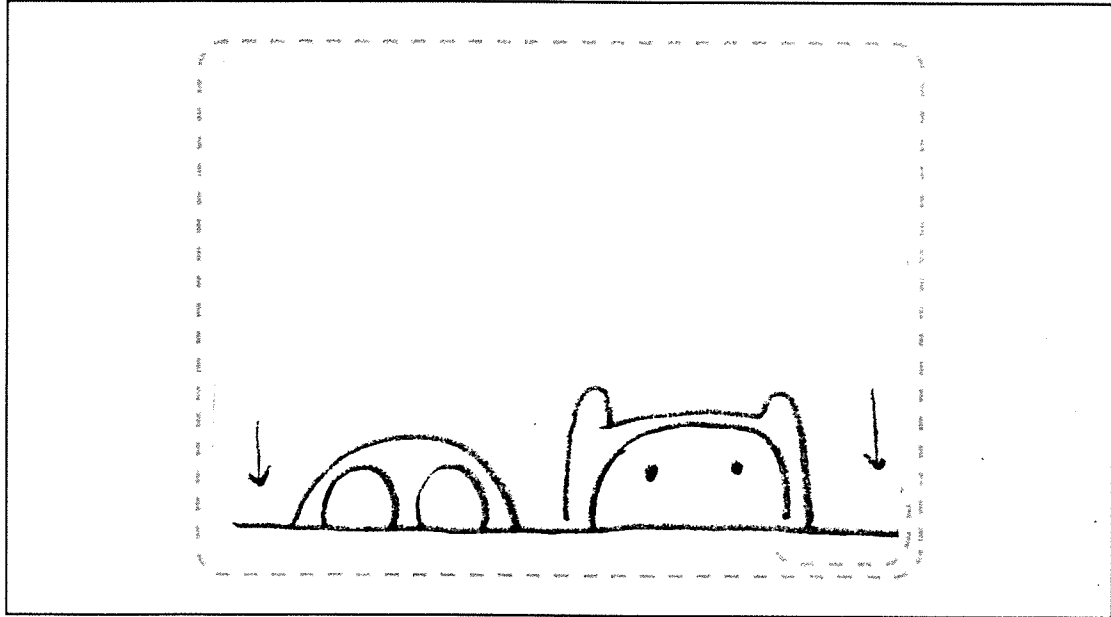


Sc. 29

Pnl. B

Bg.

day night

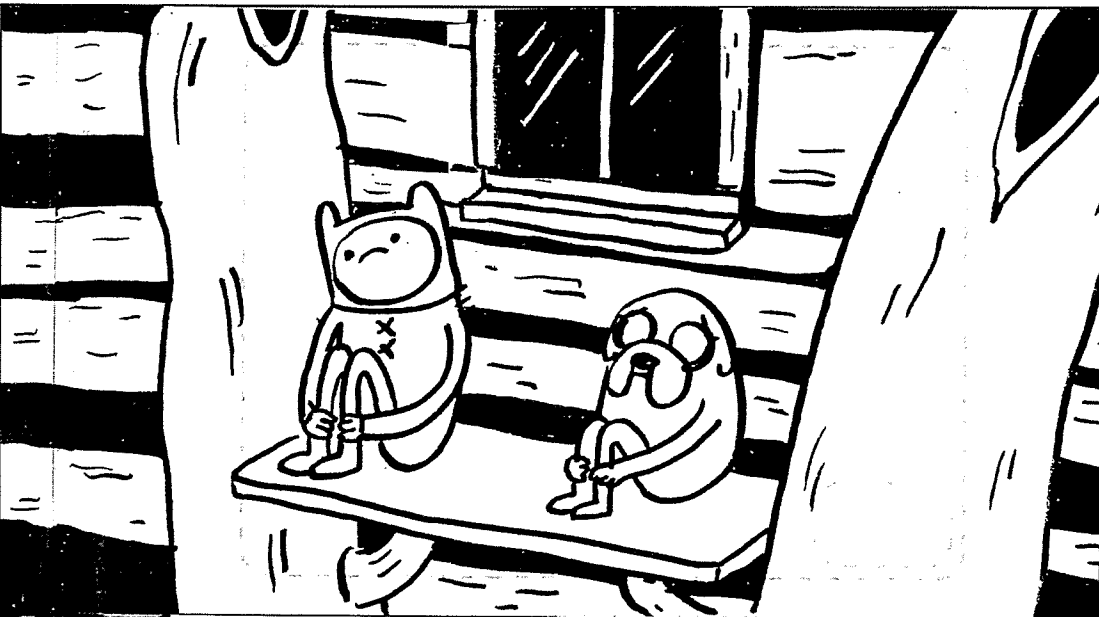


Sc. 30

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 30 Pnl. B Bg. day night

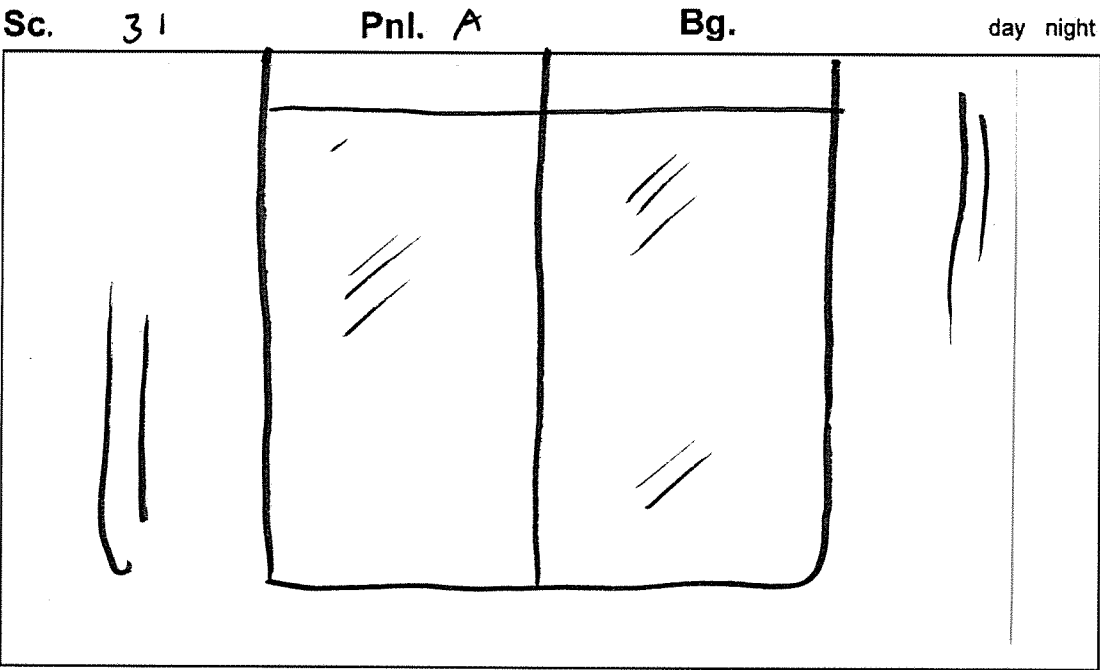
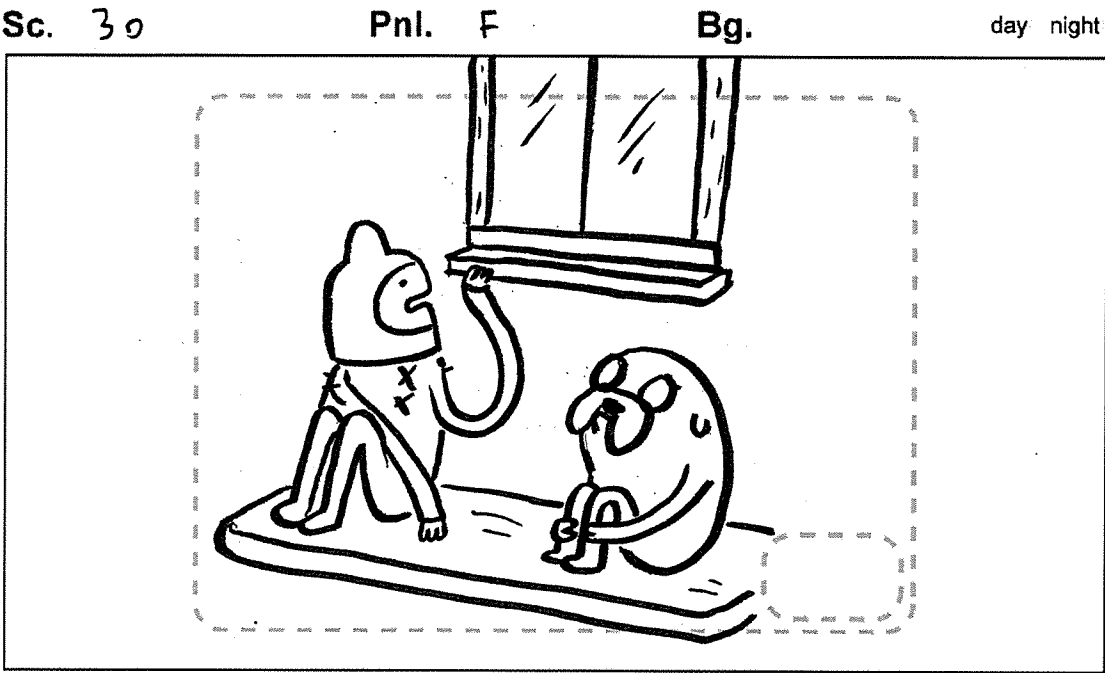
Sc. Pnl. C Bg. day night

Dialog:	
F:) that's super creepy.	J/ Man, I ^{just} wanna go to sleep.
Action:	
Timing:	

EPISODE # 100231
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

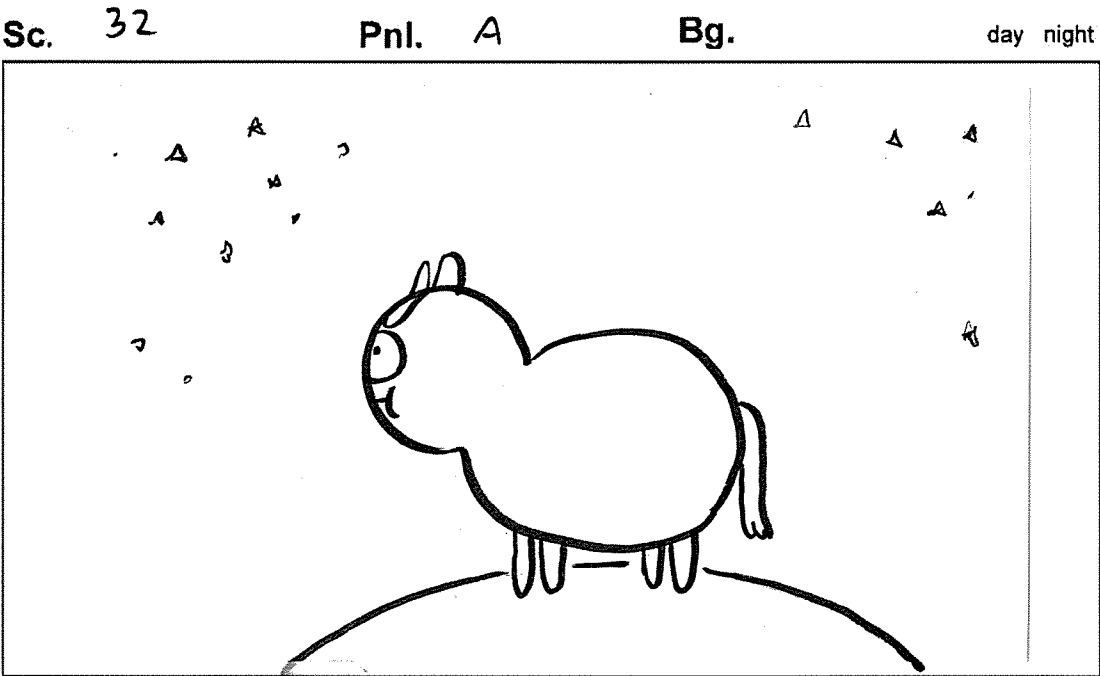
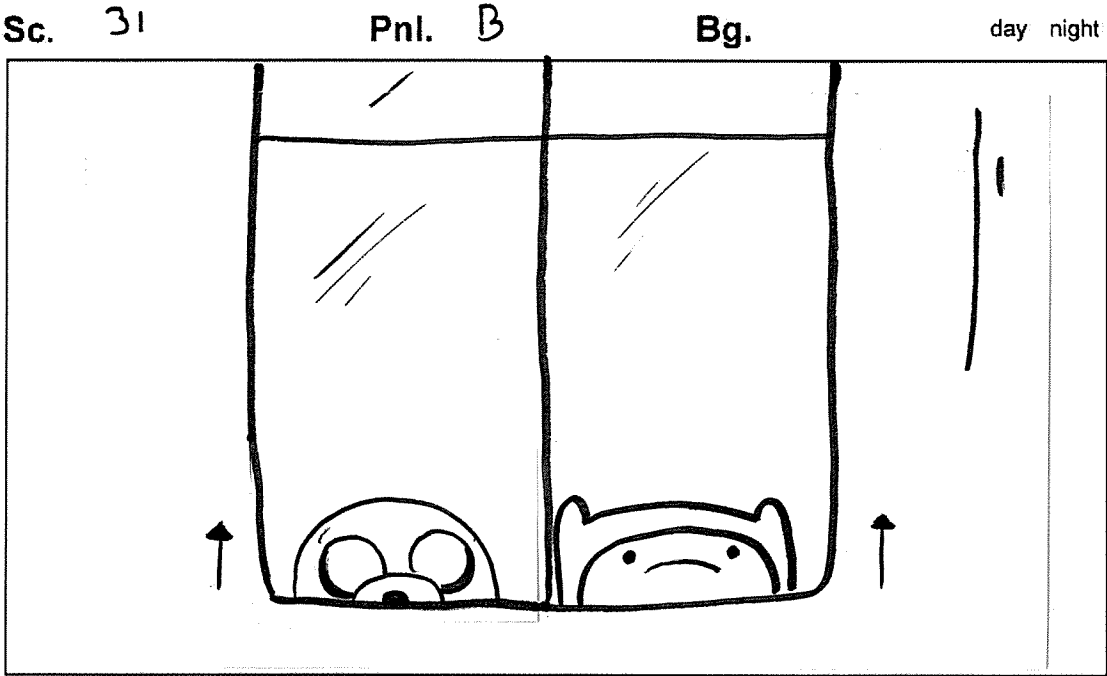
ADVENTURE TIME



Dialog:	F/ Maybe he's gone...
Action:	
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 33 Pnl. A Bg. day night

Sc. 34 Pnl. A Bg. day night

Dialog:	
Action:	1.
Timing:	

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 35

Pnl. A

Bg.

day night

Sc.

Pnl. B

Bg.

day night

Dialog:
Action:
Timing:

Production : EPISODE # 100231

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



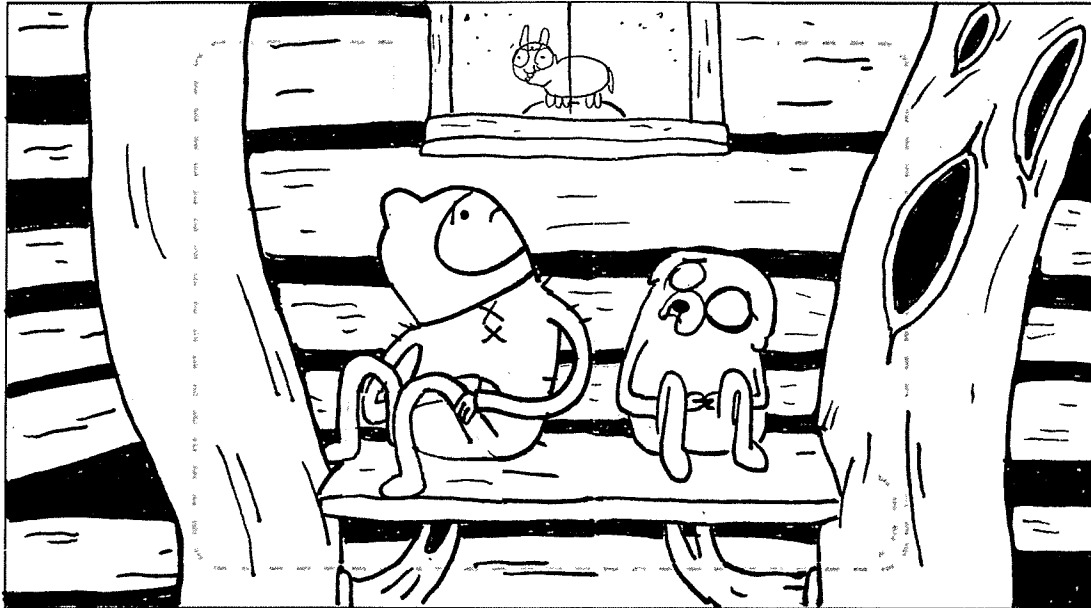
Page 45

Sc. 36

Pnl. A

Bg.

day night

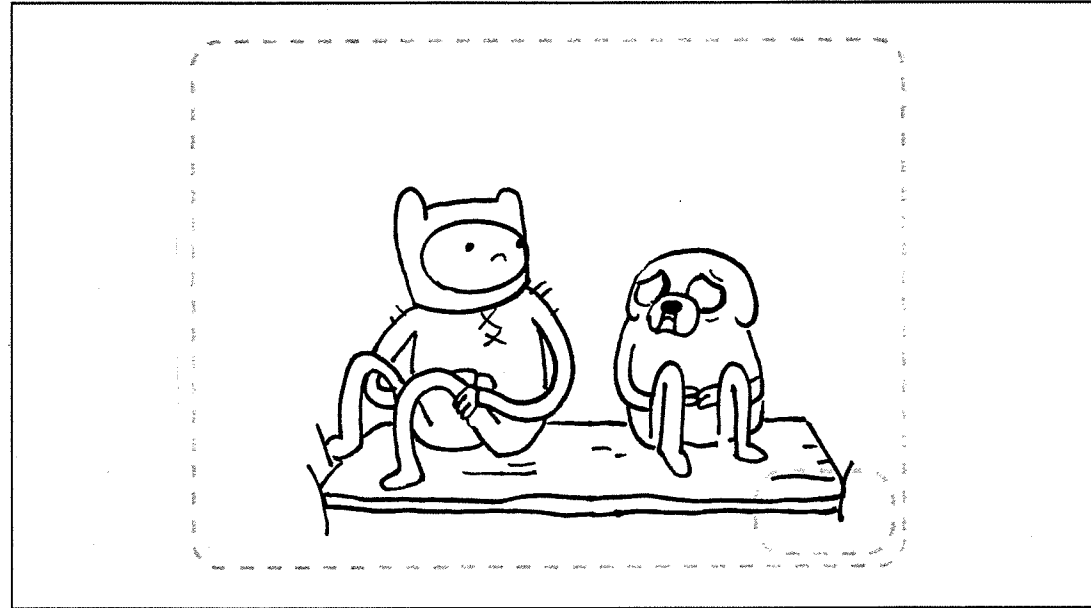


Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

⊙ I'm not gonna be able
to sleep with that horse watch in
me...

EPISODE # 100231

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 36

Pnl. C

Bg.

day night

Sc.

Pnl. D

Bg.

day night

Dialog:

F/ Lets just close
the shade.

Action:

Timing:

Production : EPISODE # 100231

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 36 Pnl. E Bg. day night

Sc. 37 Pnl. A Bg. day night

Dialog:
Action:
Timing:

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 37 Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:
Action:
Timing:

Production : EPISODE # 100231

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

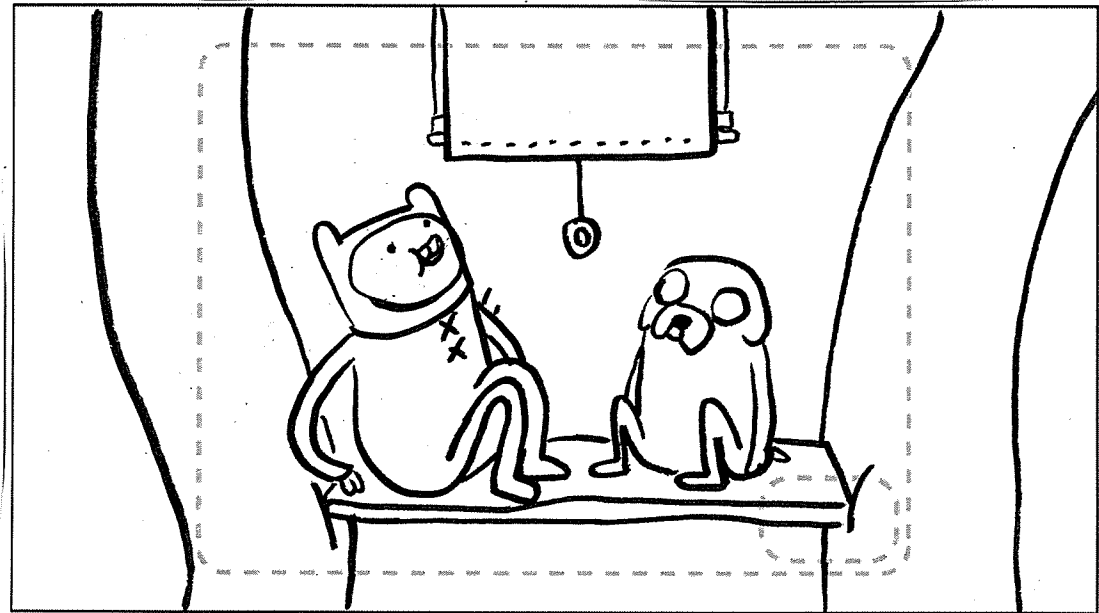


Sc. 38

Pnl. A

Bg.

day night

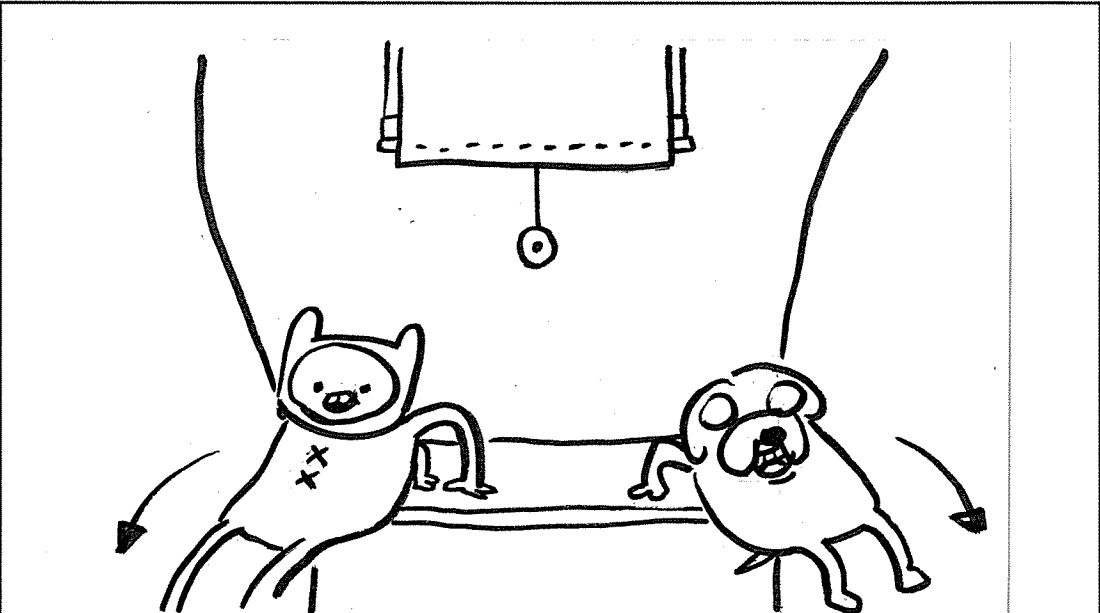


Sc.

Pnl. B

Bg.

day night



Dialog:

F / haha outta site
outta mind

F / Good work
Jake .

J / see ya in the
mornin' pal .

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



Sc. 39

Pnl. A

Bg.

day night

Sc.

Pnl. B

Bg.

day night

Dialog:
Action:
Timing:

← ADJ

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 39

Pnl. C

Bg.

day night

Sc.

Pnl. D

Bg.

day night

Dialog:
Action:
Timing:

EPISODE # 100231

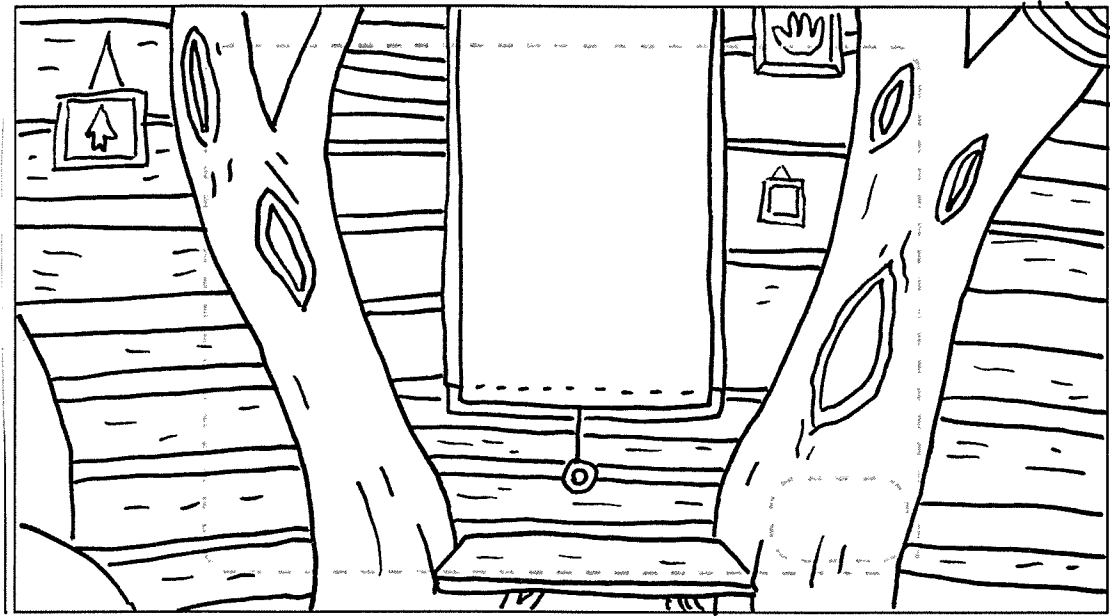
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

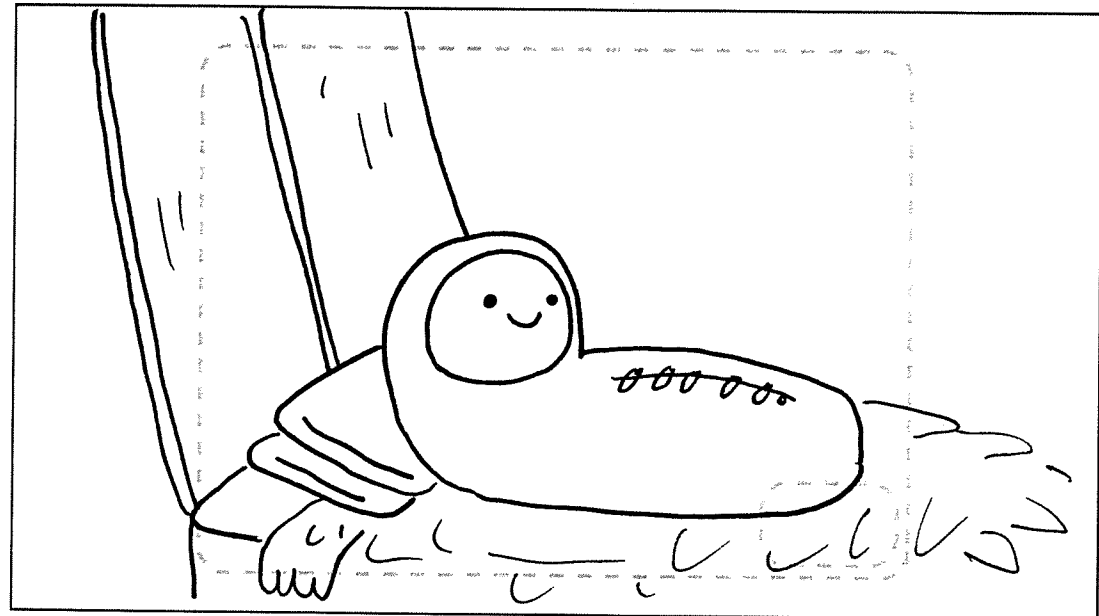
ADVENTURE TIME



Sc. 40 Pnl. A Bg. day night



Sc. 41 Pnl. B A Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

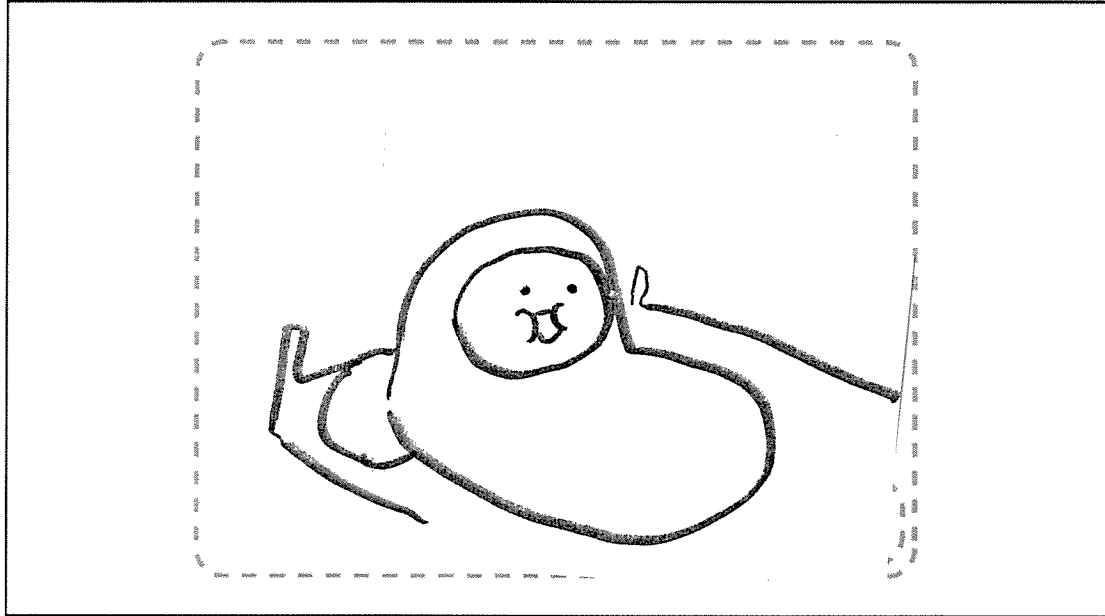


Sc. 41

Pnl. B

Bg.

day night

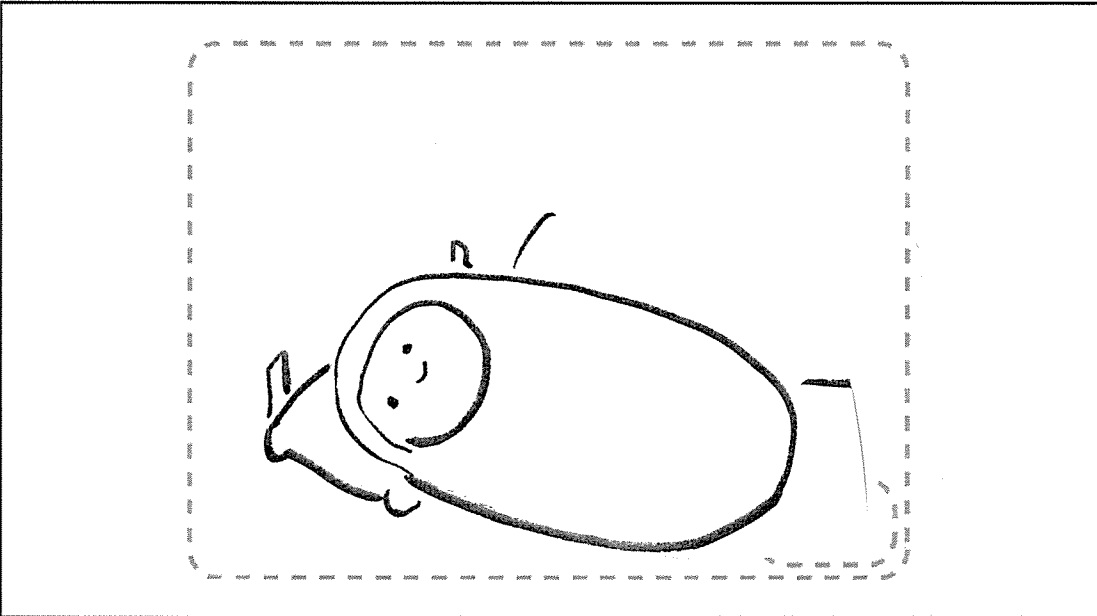


Sc.

Pnl. C

Bg.

day night



Dialog:
F/ ha.
Action:
Timing:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 42 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:
Action:
Timing:

(moon rises behind horse)

Production : 100231 EPISODE #

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 43 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
Action:
Timing:

horse shadow creeps across the floor.

EPISODE # 100231 Production :

ADVENTURE TIME

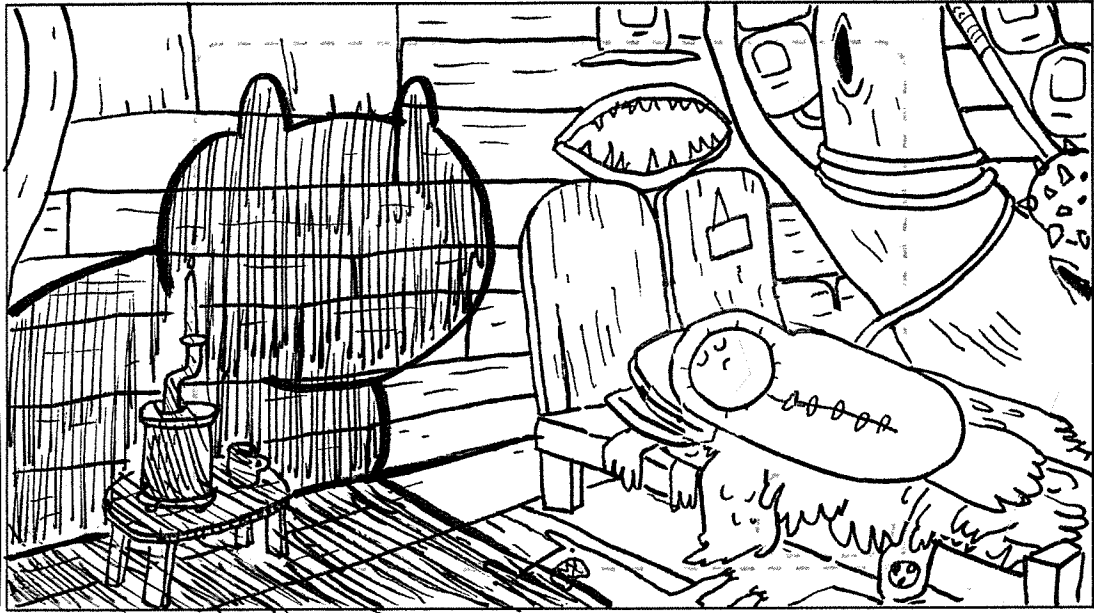


Sc. 43

Pnl. C

Bg.

day night

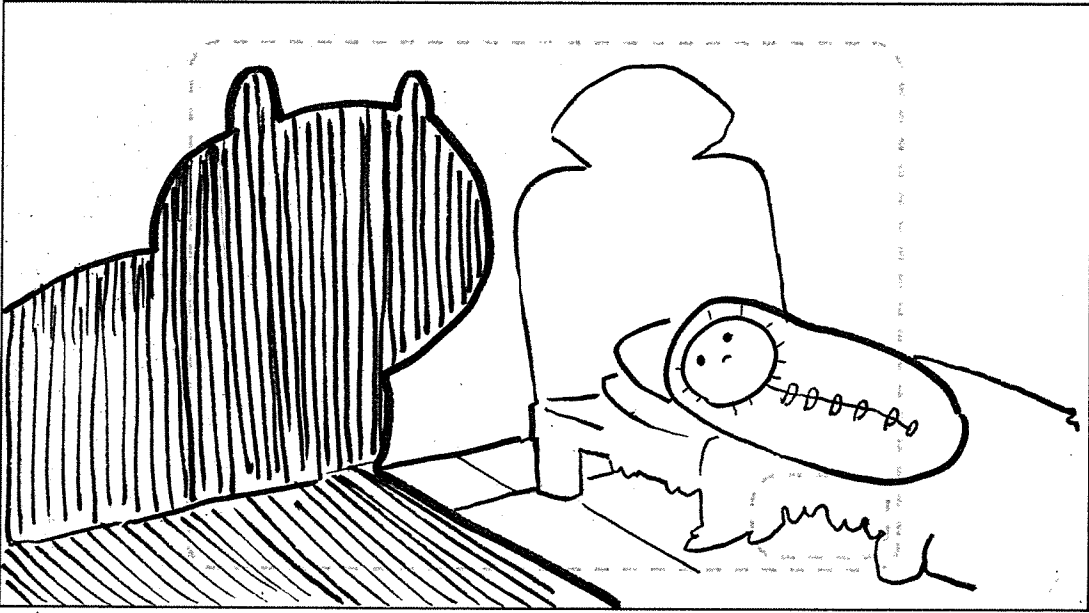


Sc.

Pnl. D

Bg.

day night



Dialog:	
Action:	and up the wall. (F opens eyes)
Timing:	

EPISODE # 100231
Production :

ADVENTURE TIME



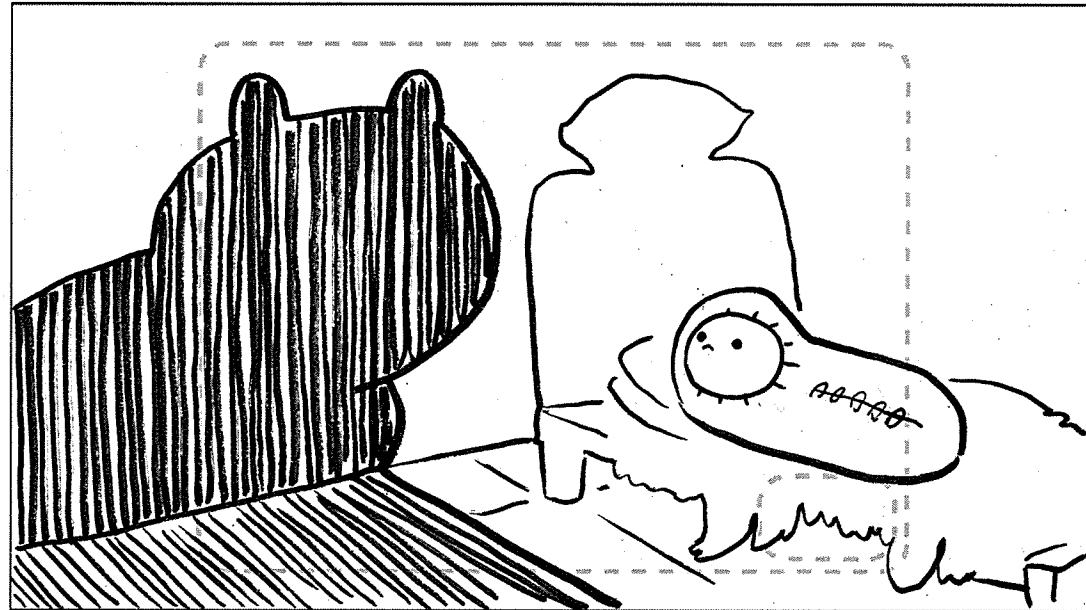
Page 57

Sc. 43

Pnl. E

Bg.

day night

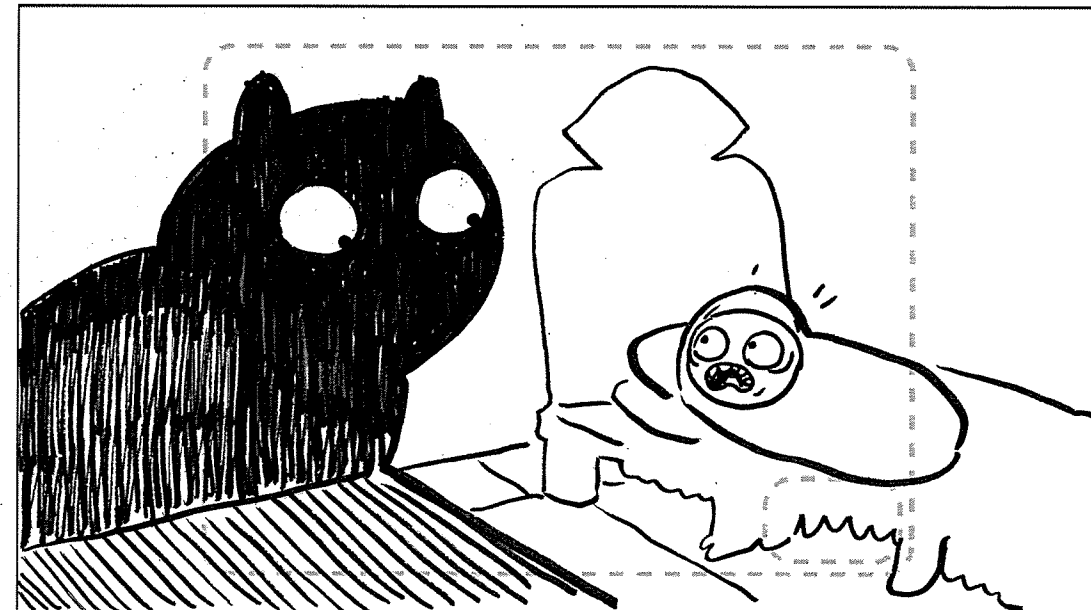


Sc.

Pnl. f

Bg.

day night



Dialog:

F! Ahh!

Action:

(looks at shadow)

(eyes appear)

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:
Action:
Timing:

Production : 100231 EPISODE #

ADVENTURE TIME

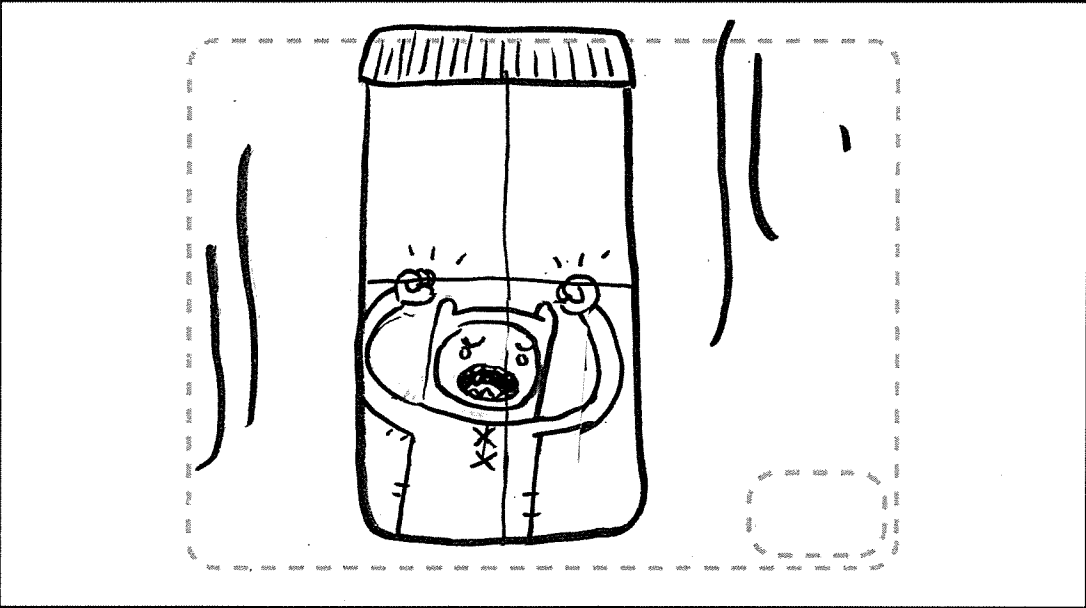


Sc. 44

Pnl. C

Bg.

day night

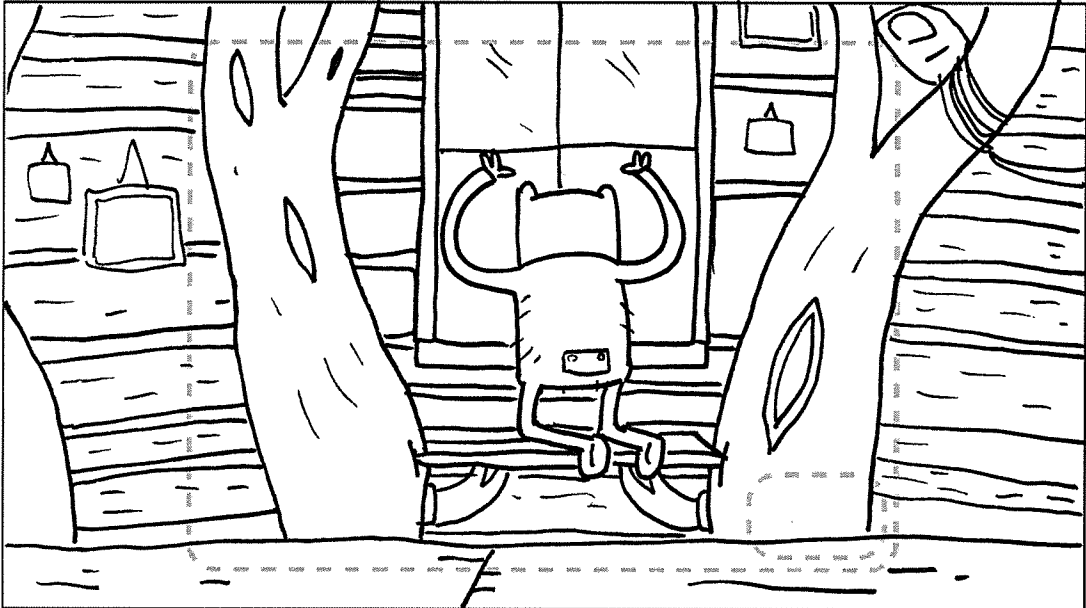


Sc. 45

Pnl. A

Bg.

day night



Dialog:

F / Why won't it stop!?

F / (deep breaths)

Action:

(pounding on glass)

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



Sc. 45 Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:	J/ alright man..		*yawn* J/ ! lets just go... push him off that hill or somethin.	
Action:			1.	
Timing:				

EPISODE # 100231

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(F:) wait, ..I want to try talking to it first. Maybe we can just politely ask it to leave.

Action:

(J:) Sure man.

(pat's knee)

Timing

EPISODE # 100231

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

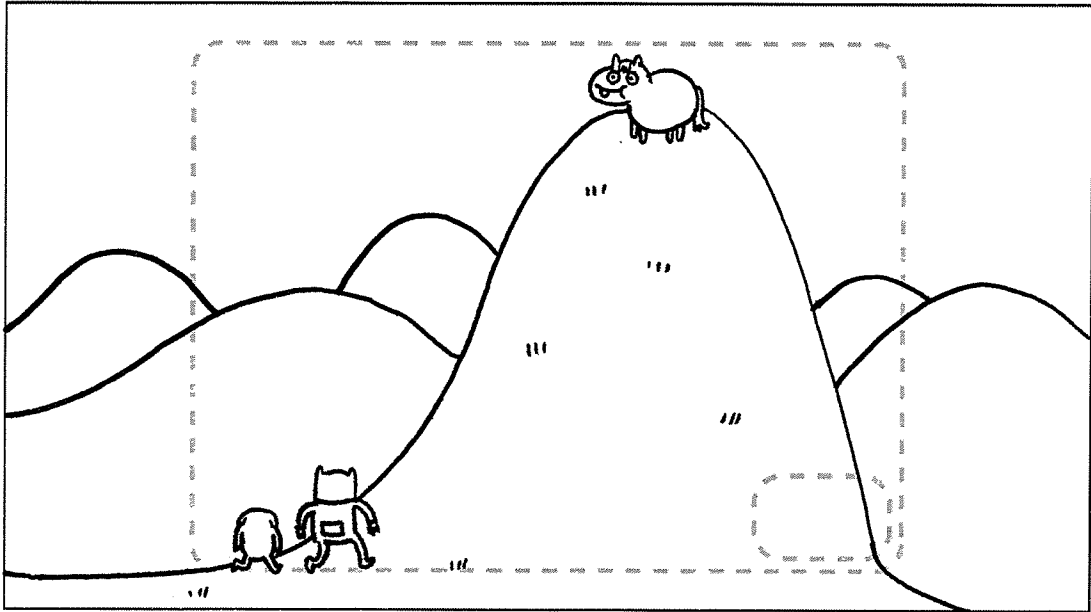


Sc. 46

Pnl. A

Bg.

day night

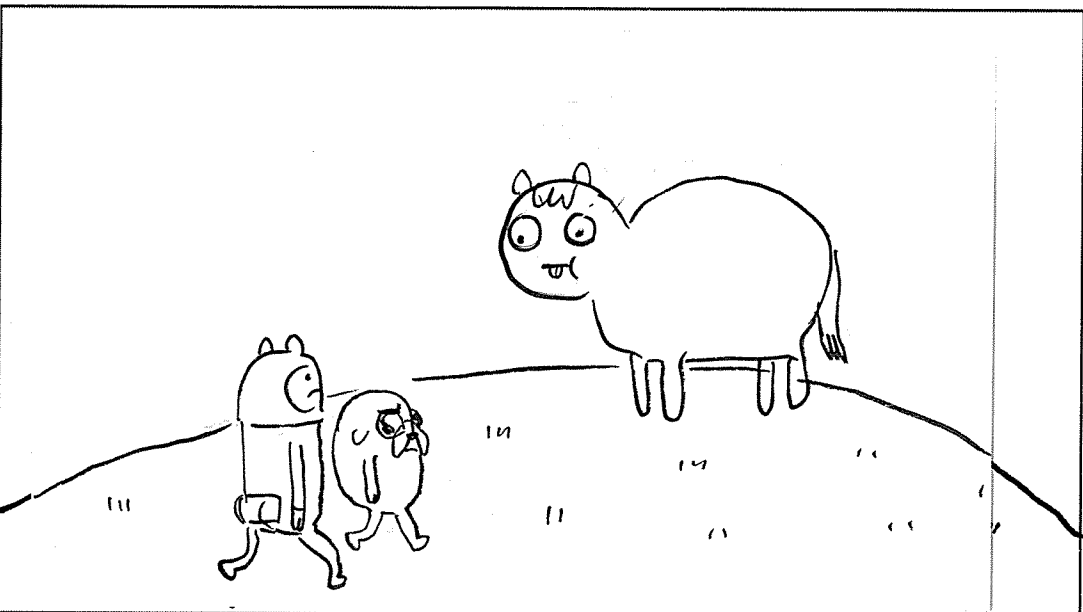


Sc. 47

Pnl. A

Bg.

day night



Dialog:

Action:

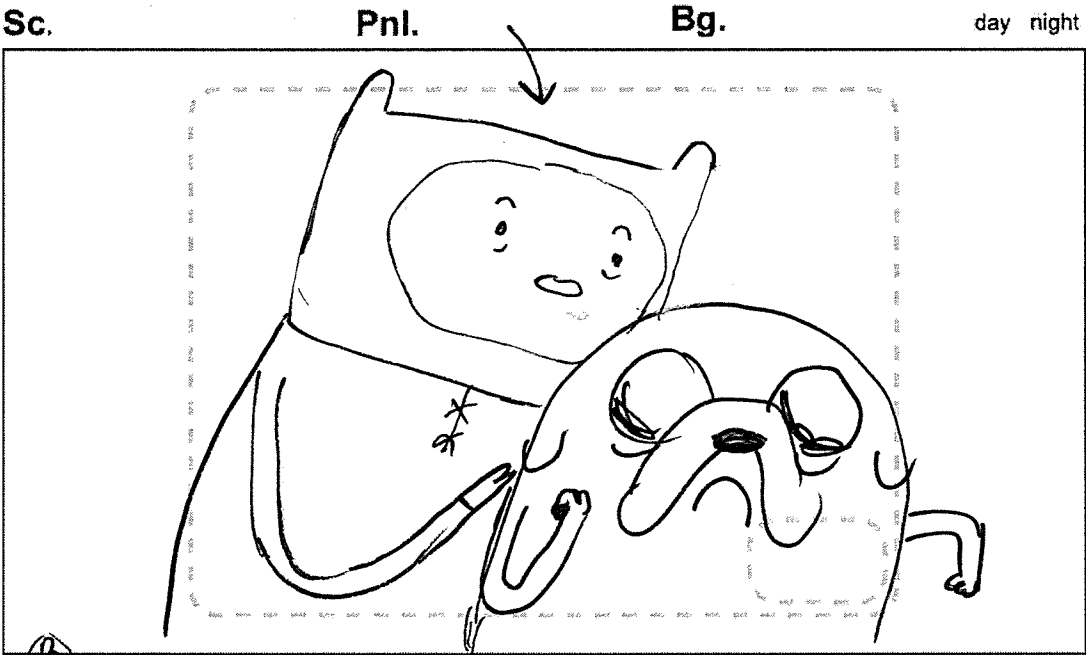
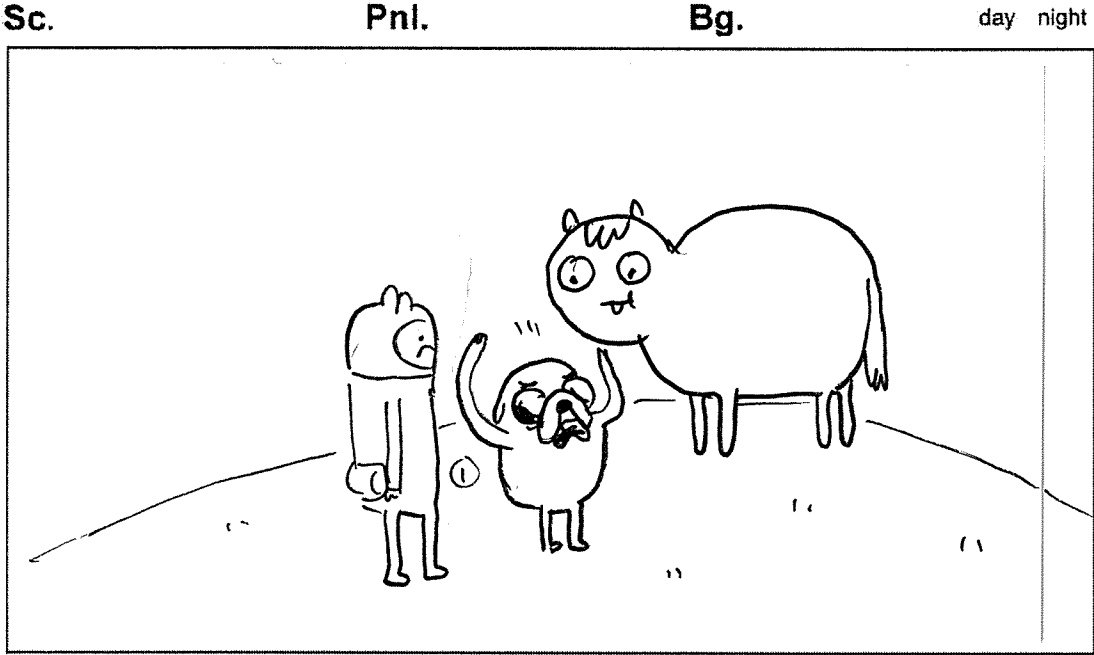
Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



Dialog:	<p>(J:) HEY GET OUTA HERE HORSE!! I WANNA GO TO SLEEP AND YOU'RE CREEPIN ME THE MATHOUT!</p>		<p>(F:) woh man... let me try.. diplomat style.</p>	
Action:			<p>Finn Squats down next to Jake.</p>	
Timing:	<p>(2)</p>			

EPISODE # 100231

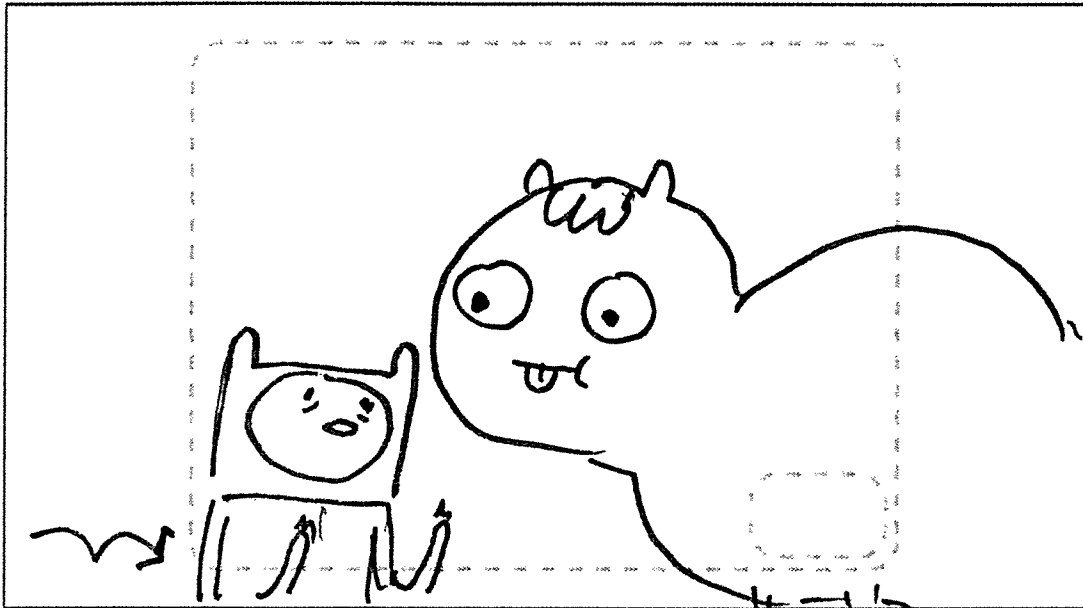
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

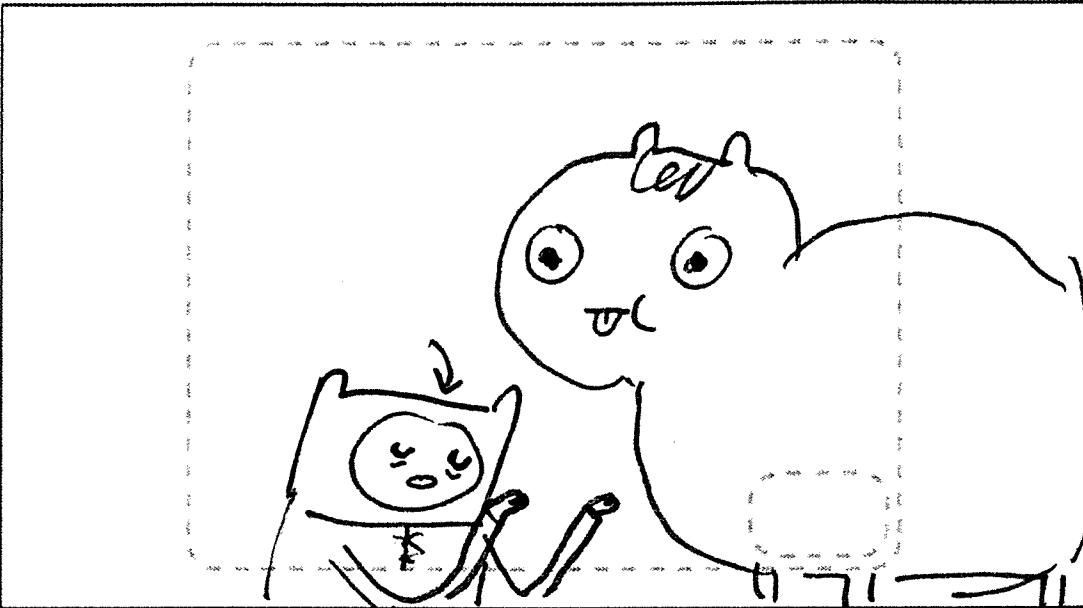
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F) ehh... pardon me...
horse.

Action:

Timing:

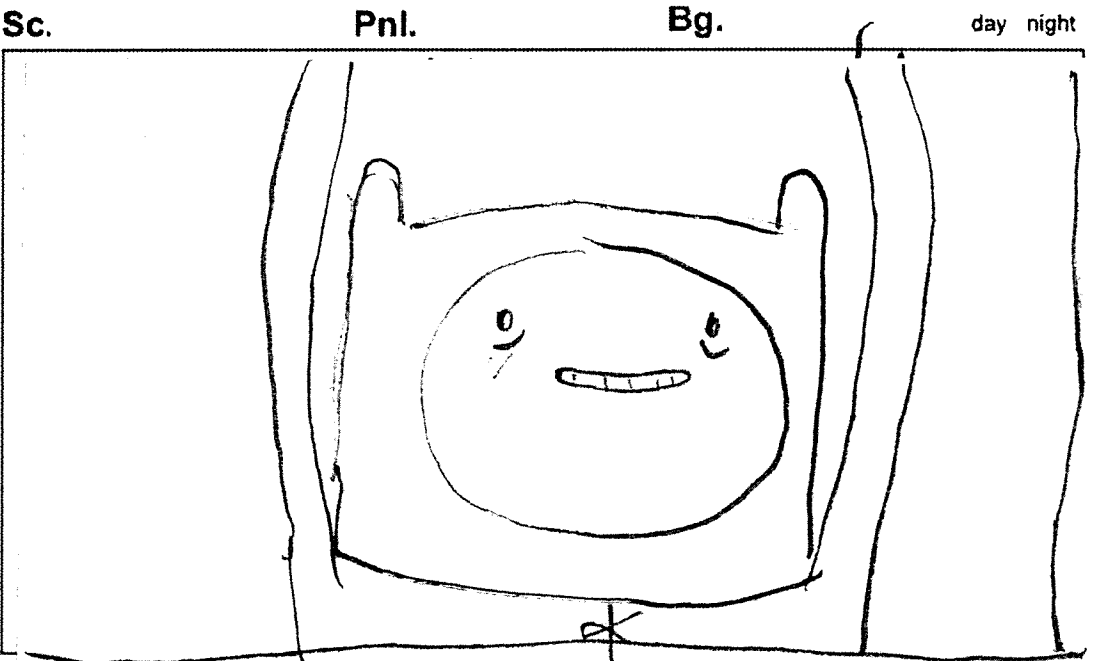
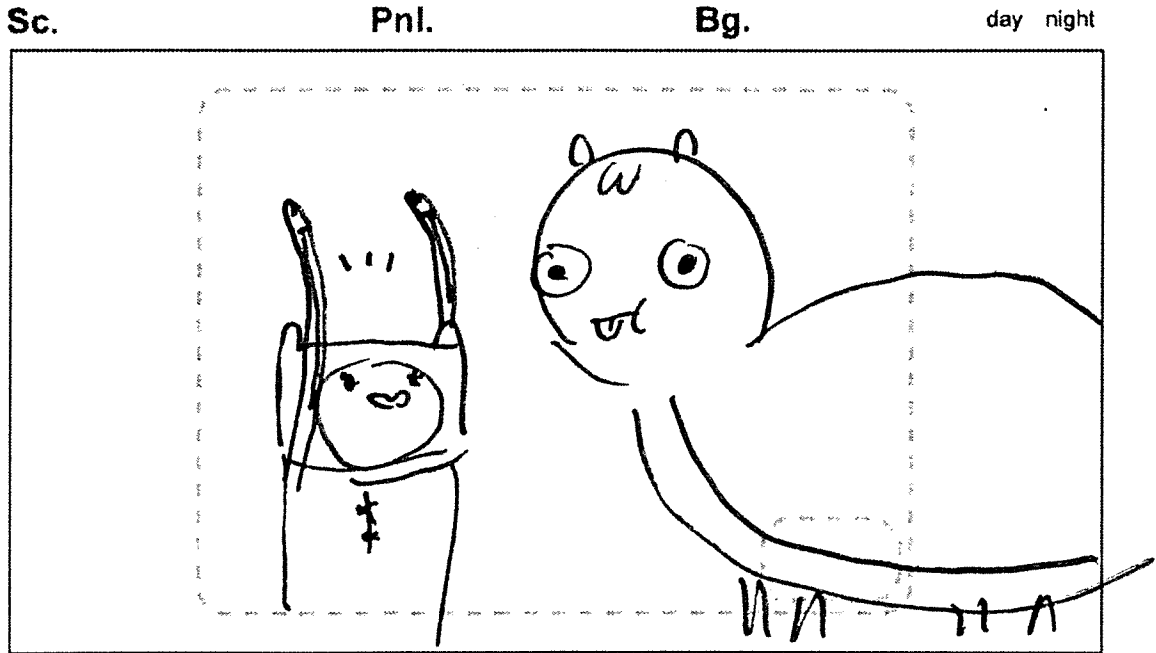
I beseech thou
to split from mine land
this night.

100231

EPISODE #

Production :

ADVENTURE TIME



Dialog:
F: but I welcome thee
to cometh back for lunch
same ~~other~~ other day!

Action:

Timing:

F: okay?

100231

EPISODE #

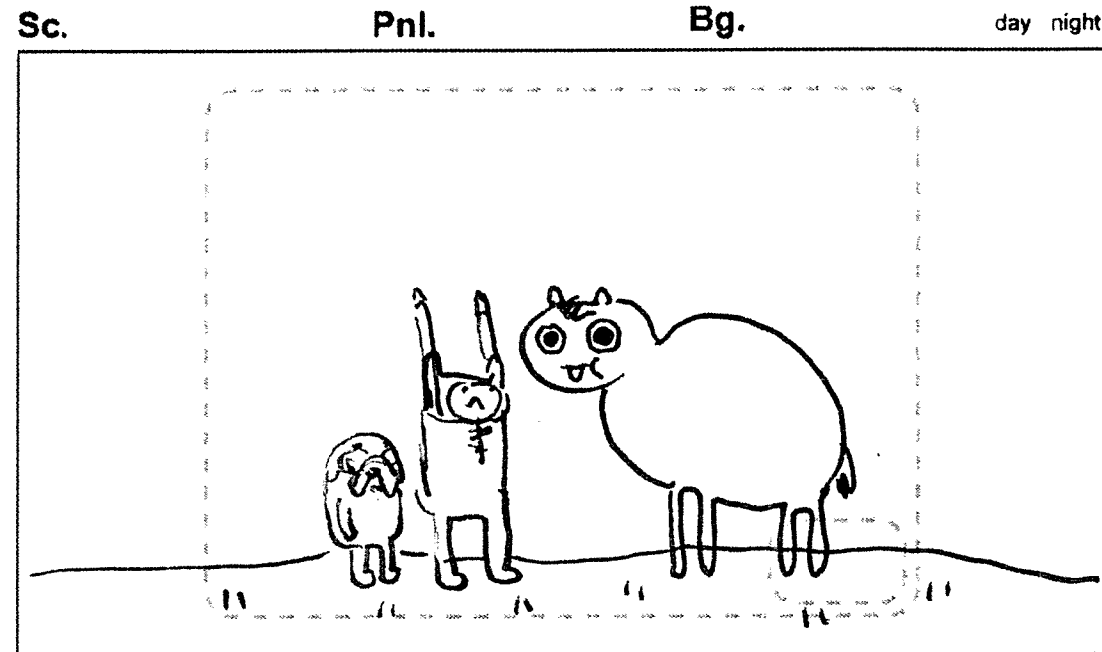
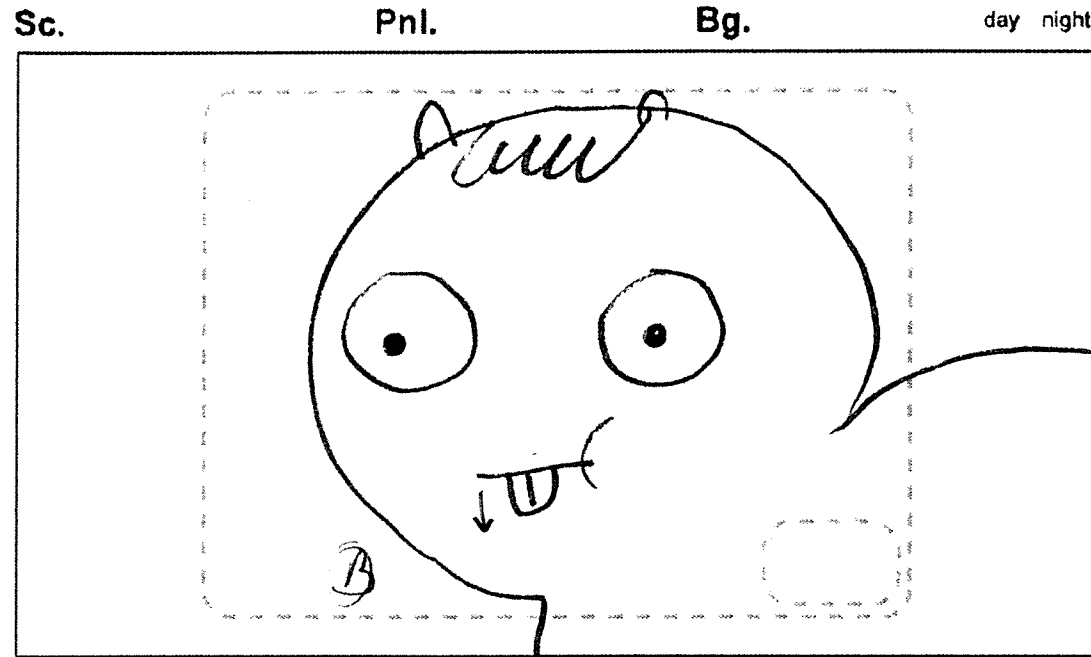
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 67



Dialog:

Action:

Ⓐ — young comes out slowly...

Timing:



pupils grow larger.

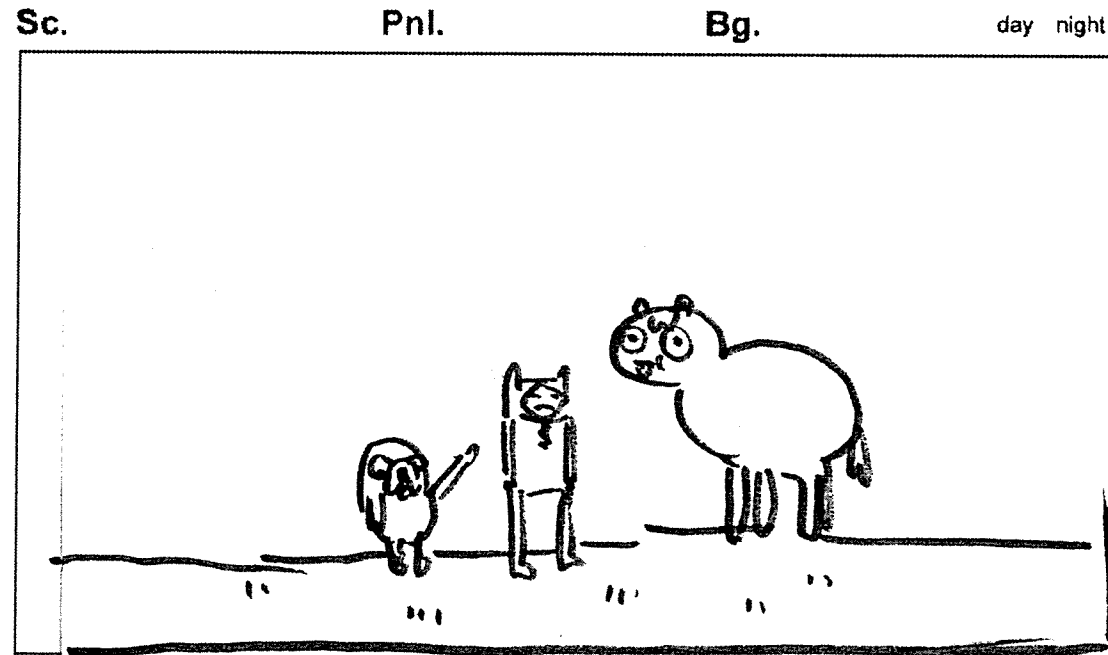
EPISODE # 100231

Production :

ADVENTURE TIME



Page 68



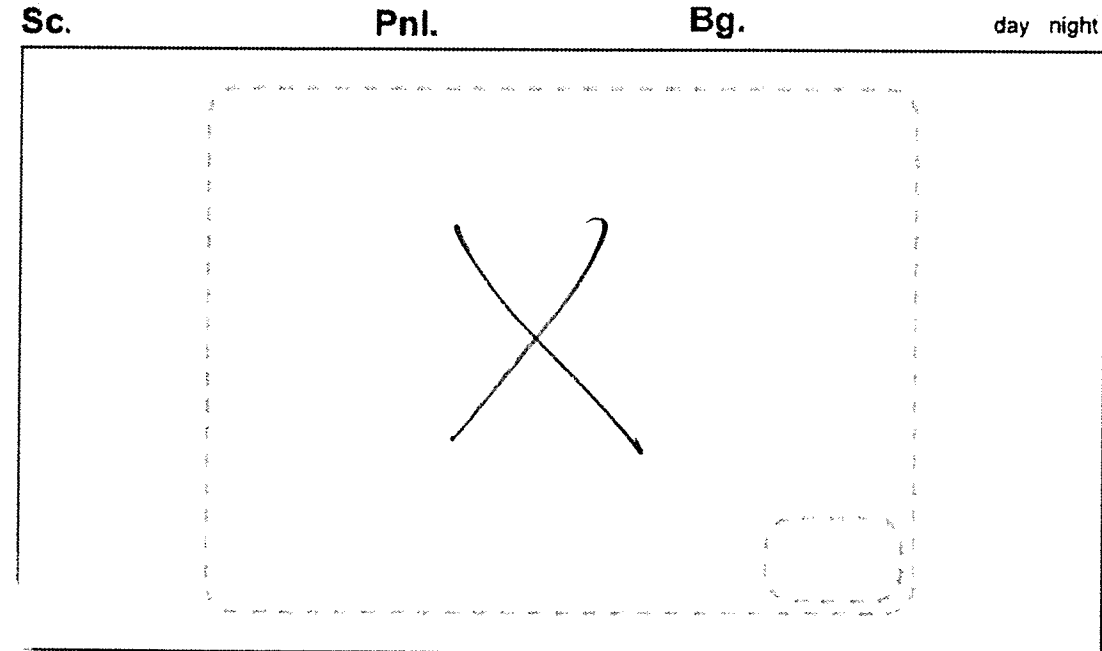
(J:) forget ~~it~~ man, this horse is wack. It's got poo brain.

Dia

Act

Timing:

hore pupils shrink down

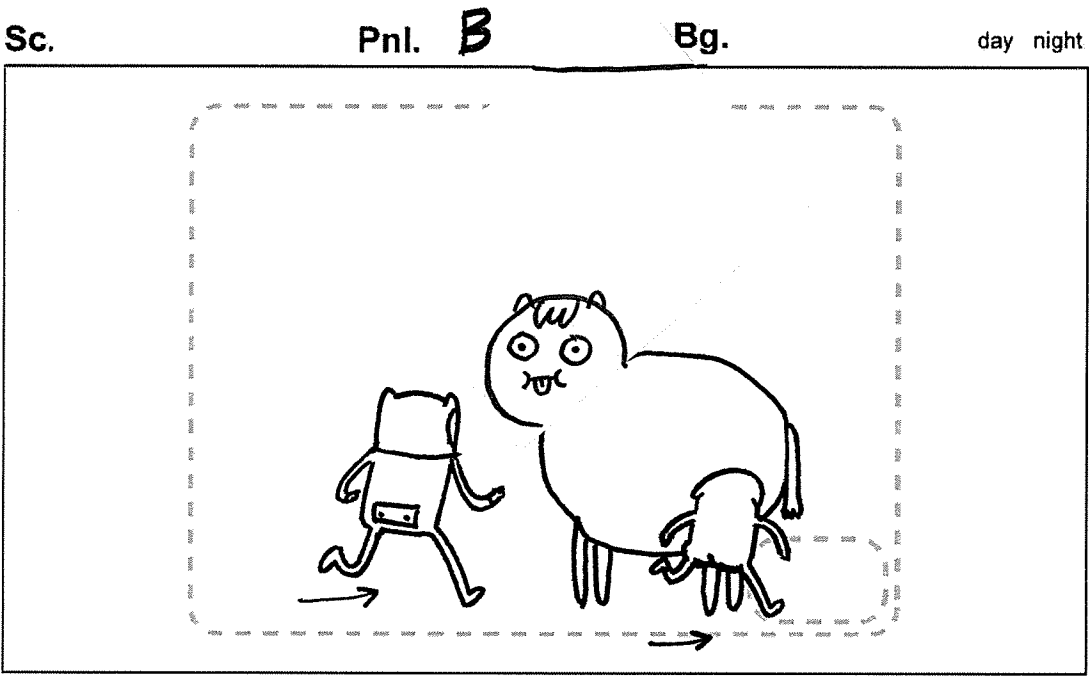
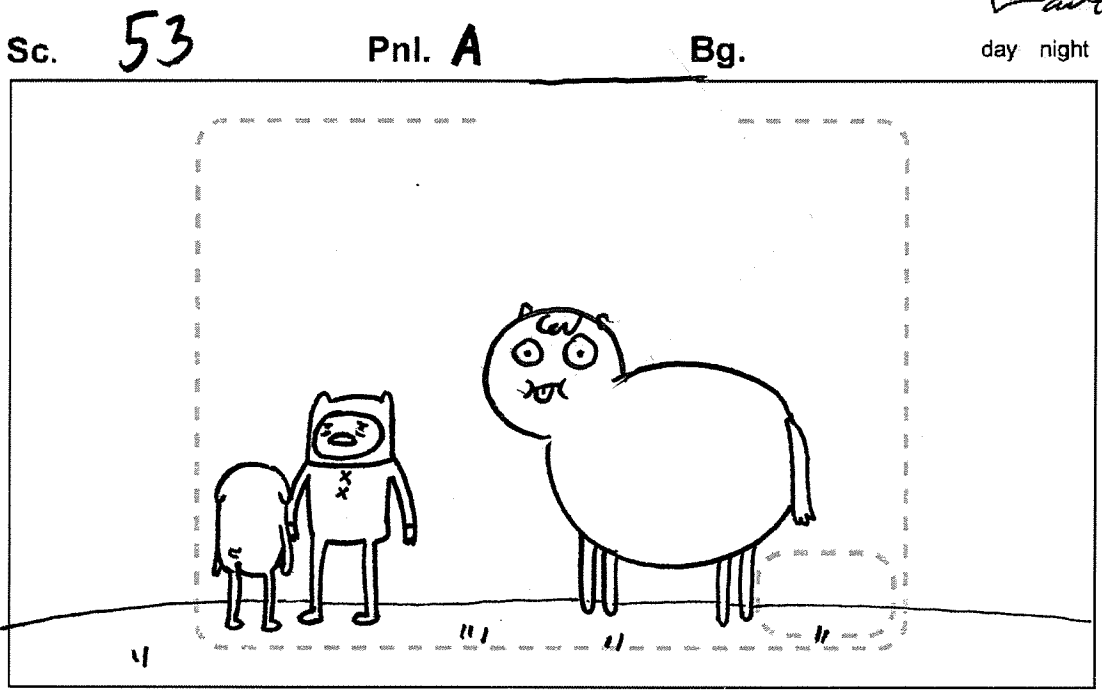


100231

EPISODE #

Production :

ADVENTURE TIME



Dialog: Finn: *sigh* ok.. you're right.. we can try pushing it now.

Action:

Timing:

EPISODE # 100231 Production :

ADVENTURE TIME

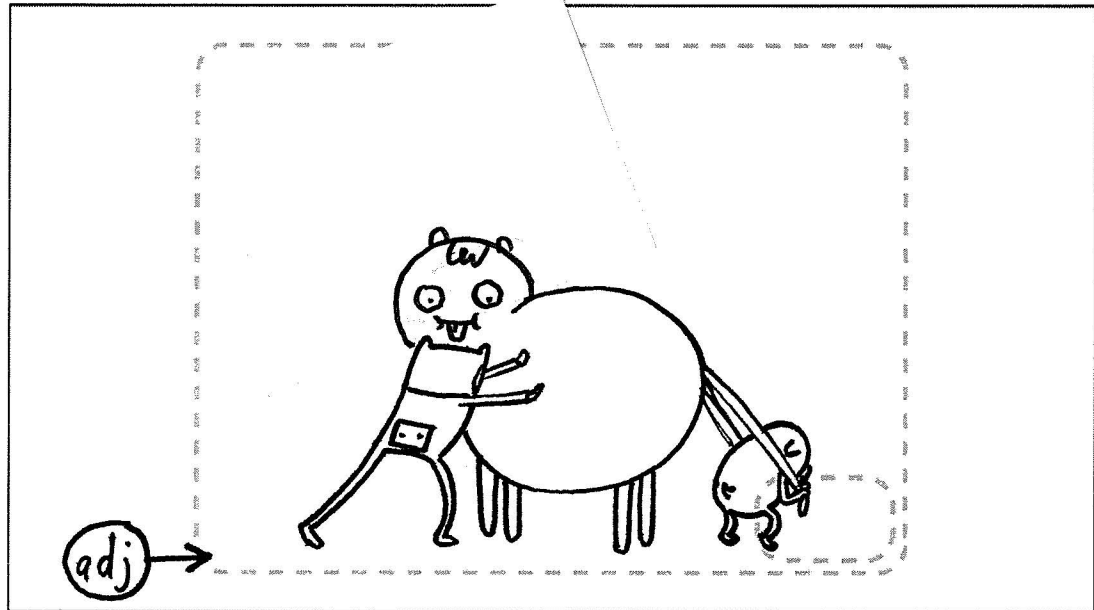


Sc. 53

Pnl. C

Bg.

day night

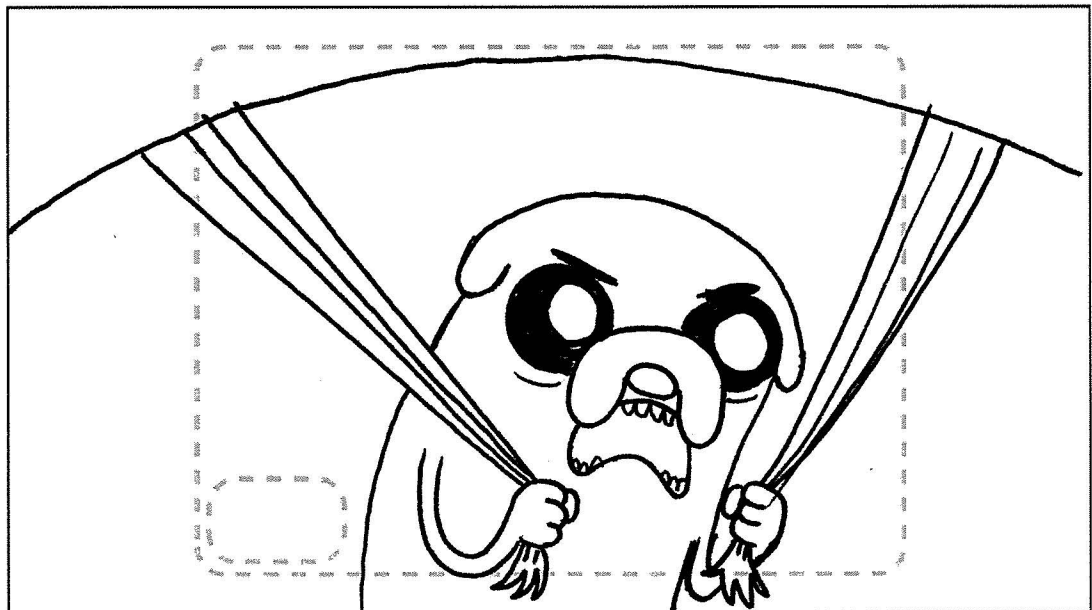


Sc. 54

Pnl. A

Bg.

day night



Dialog: F+J: *effort wlls* move horste!! come on!!

Ahh!!!

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

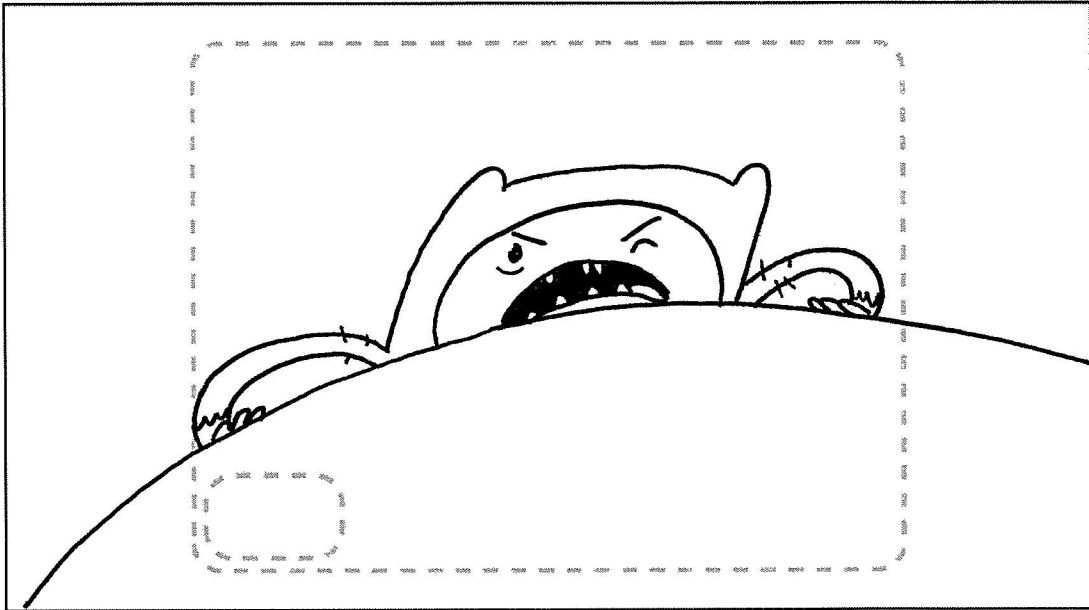


Sc. 55

Pnl. A

Bg.

day night

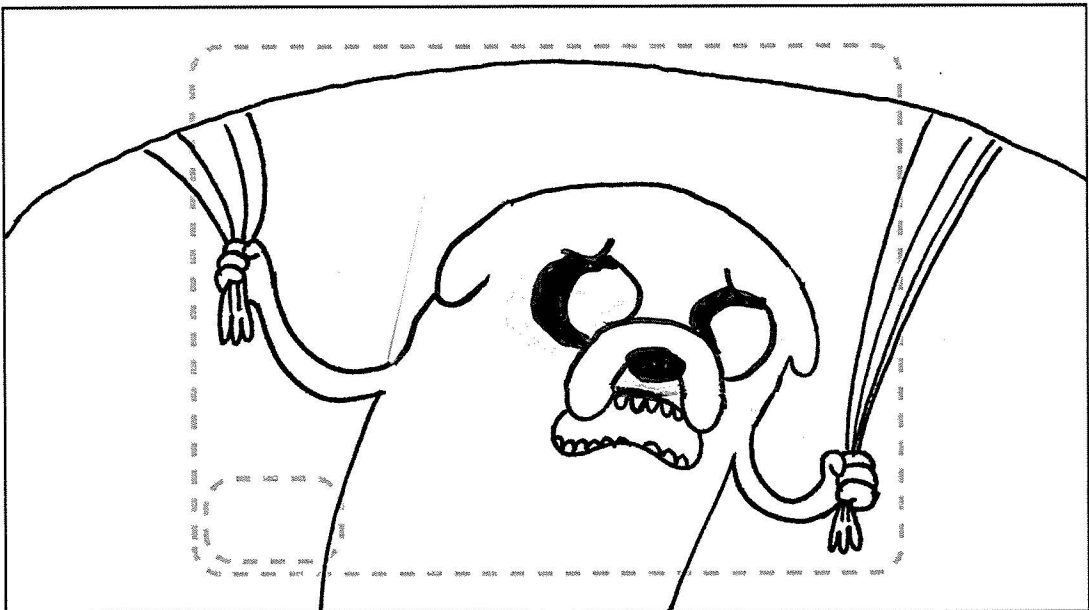


Sc. 56

Pnl. A

Bg.

day night



Dialog:

(F) Come on Jake, are
you pulling?!

Action:

Timing:

(J) * Strain* I'm super pulling!
ARE you PUSHING!?

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

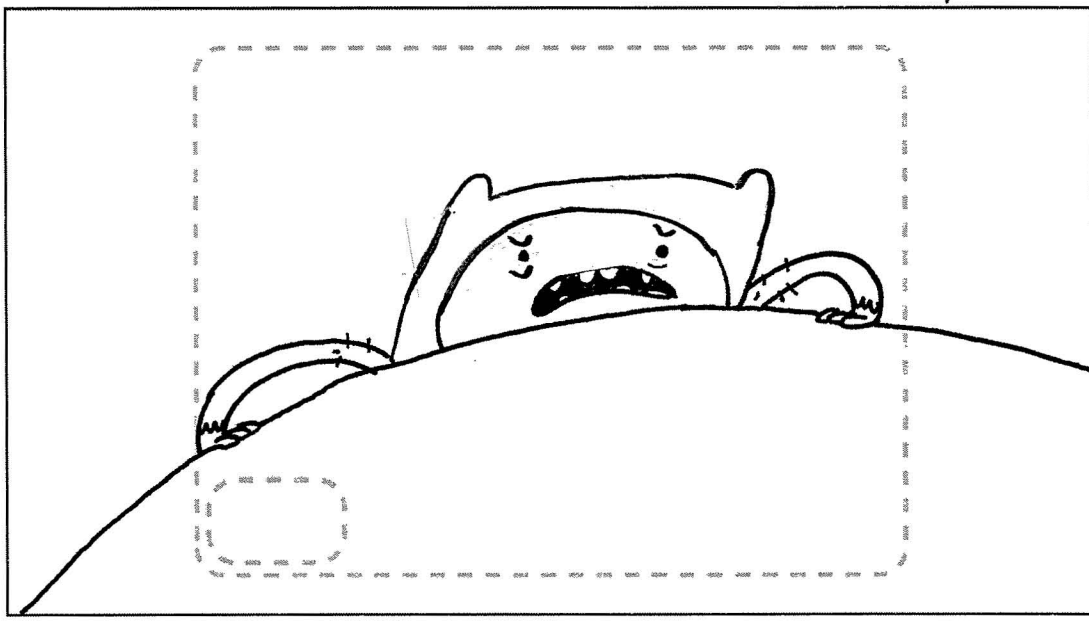


Sc. **57**

Pnl. **A**

Bg.

day night

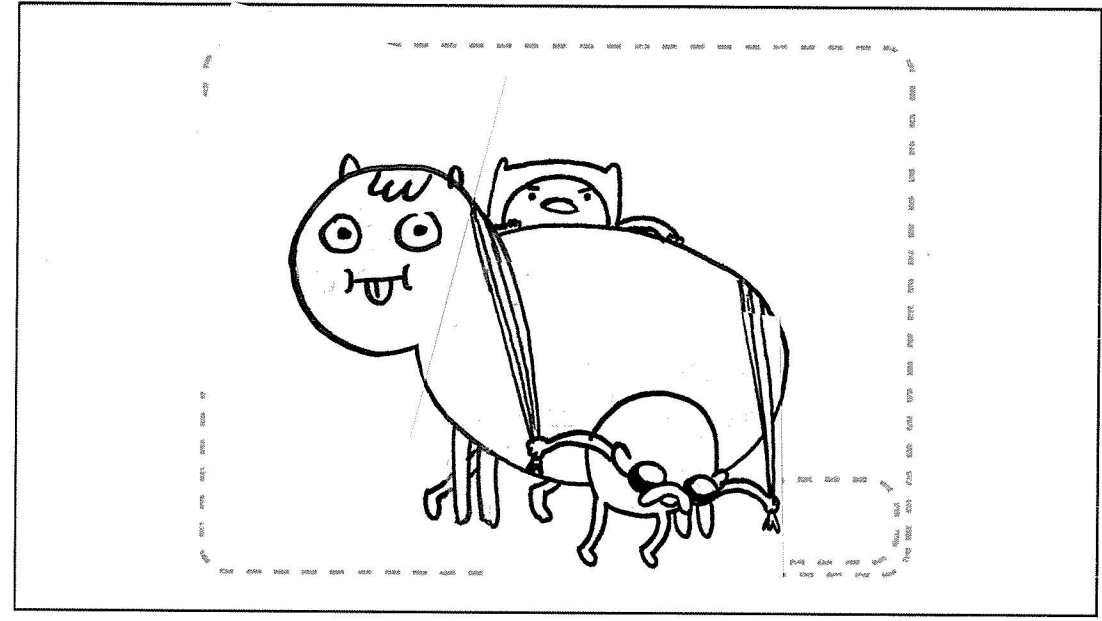


Sc. **58**

Pnl. **A**

Bg.

day night



Dialog:

(F) ~~YEAH~~
TOTES I'M PUSHING!!

Action:

Timing

(F) THIS HORSE ~~HAS~~ HAS
SOME REDICULOUS WEIGHT?!

EPISODE # **100231**

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 58 Pnl. B Bg. day night

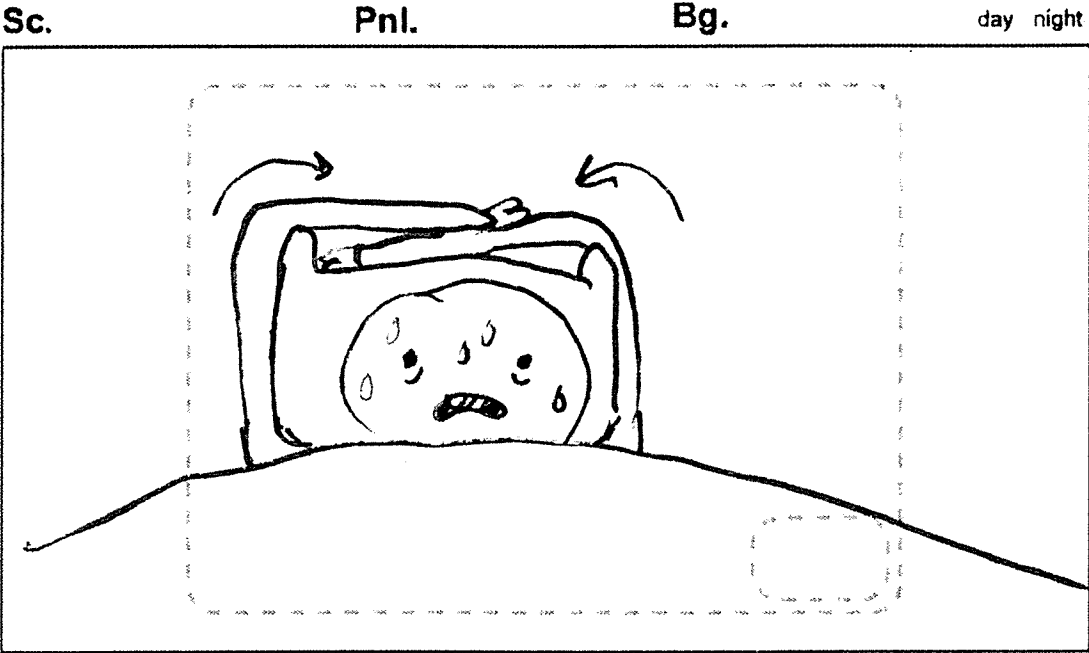
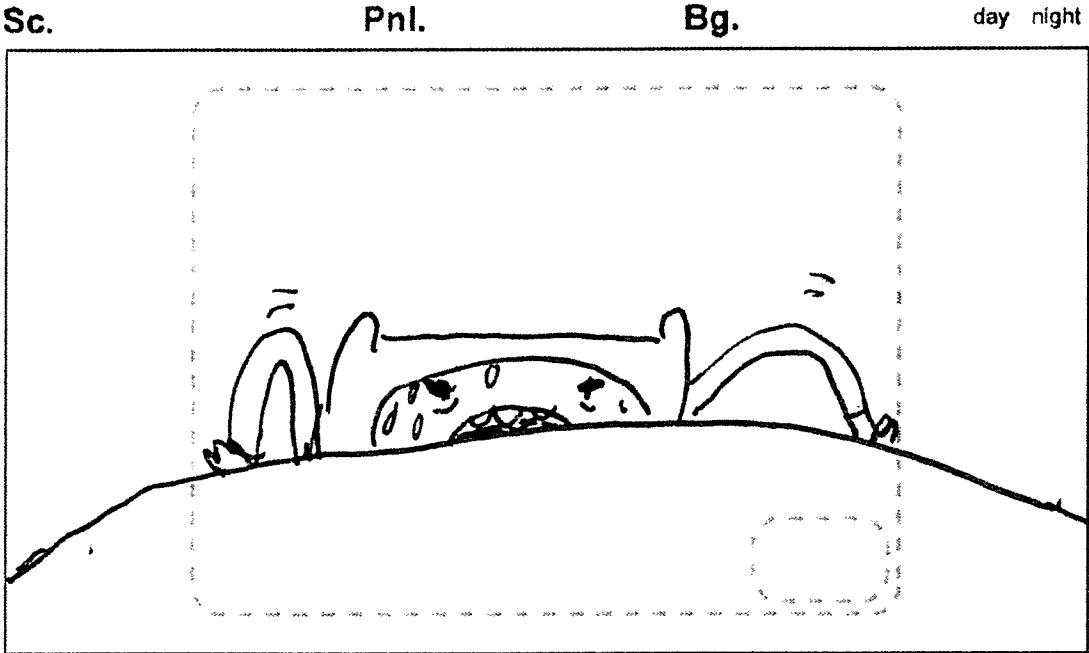
Sc. Pnl. C Bg. day night

Dialog:	Jake: Ahh!!	Finn: AU6H!!
Action:		
Timing:		

100231
EPISODE #
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



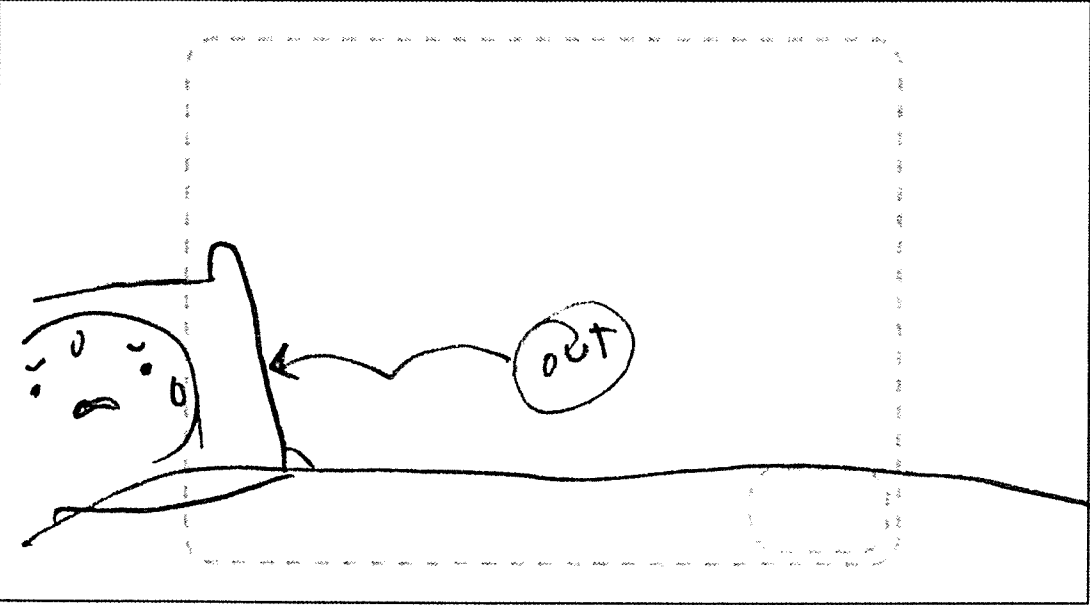
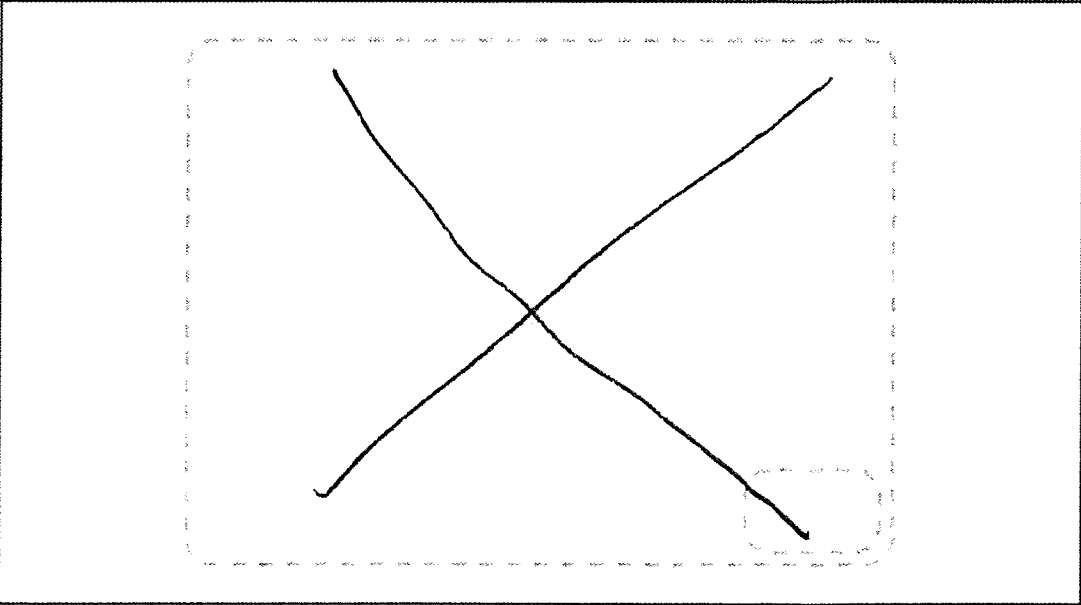
Dialog:	F: BLAAHG!!	(F) ...*heavy breathing* math.. *heavy breathing*
Action:		
Timing:		

EPISODE # 100231
Production :

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									

Dialog:
<p>(F) math this..</p>
Action:
Timing:

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



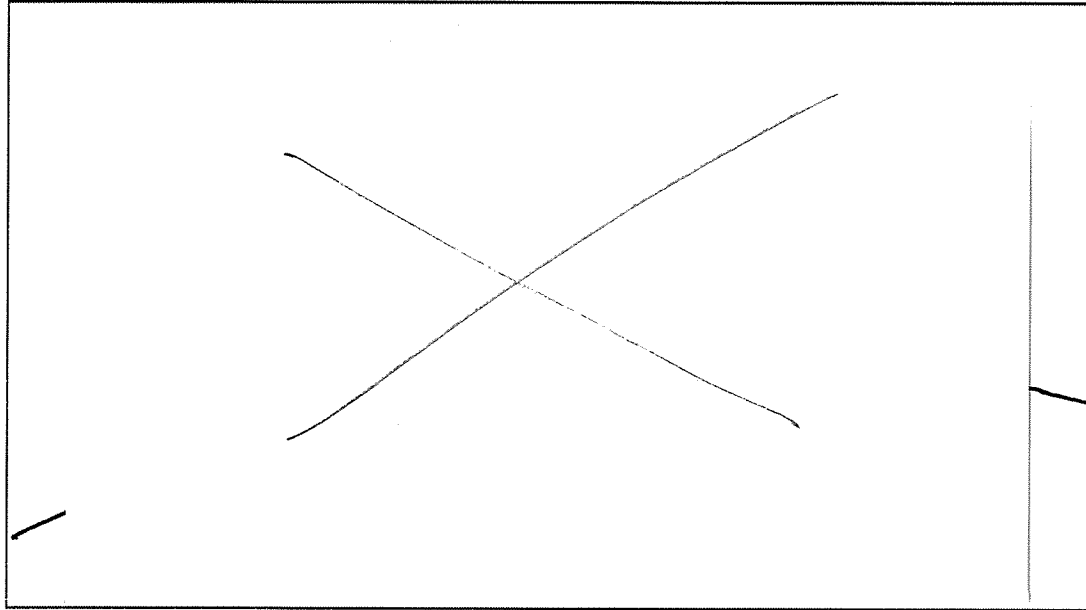
Page 76

Sc. 59

Pnl. C

Bg.

day night

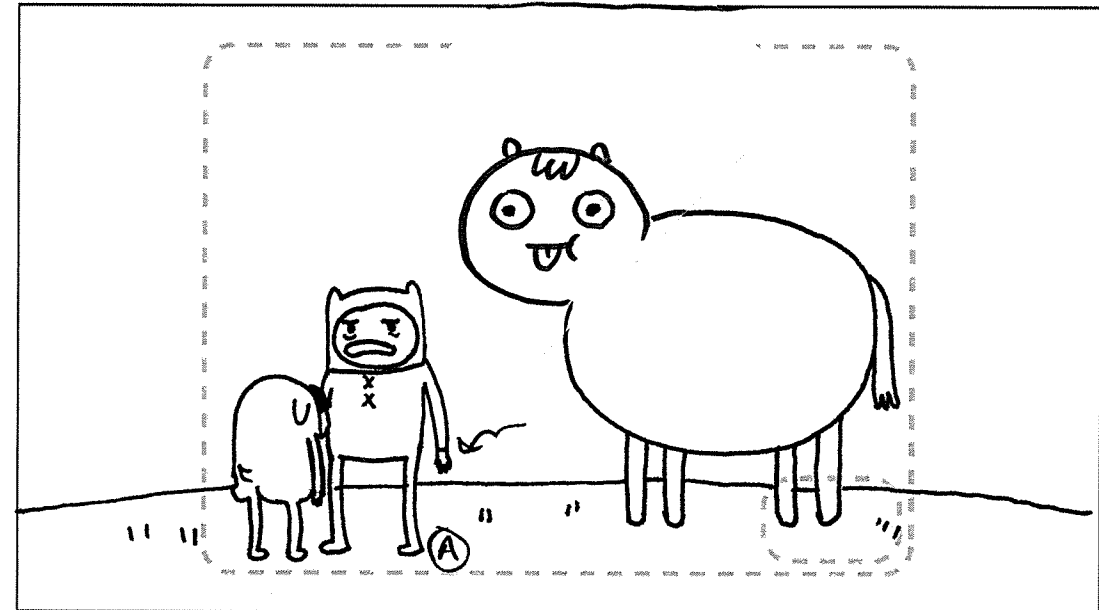


Sc. 60

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Finn: what now man?



turn &
look at
horse.

100231

EPISODE #

Production :

ADVENTURE TIME



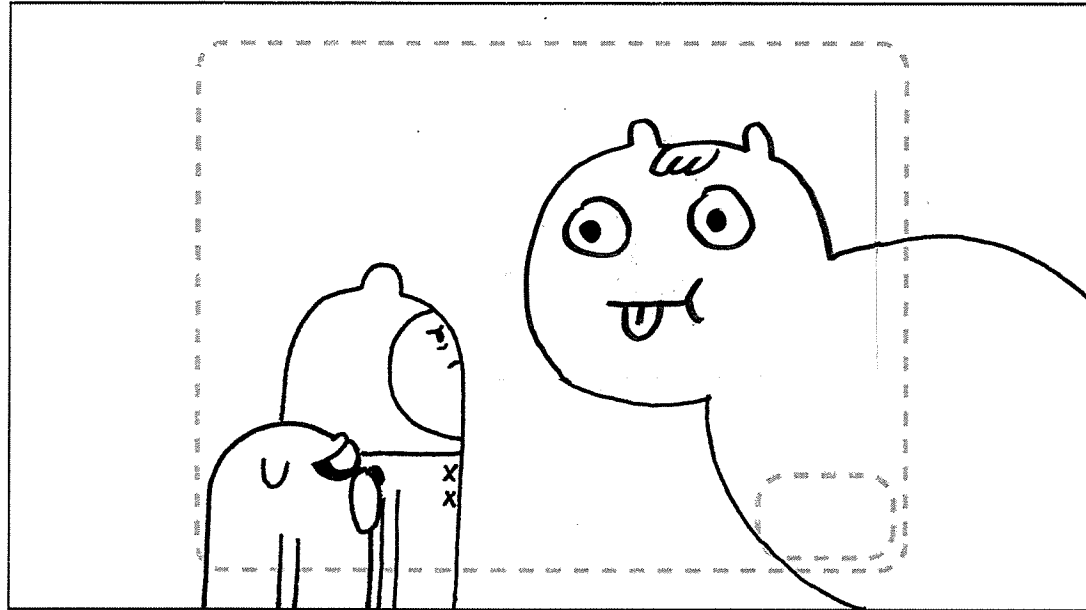
Page **77**

Sc. **61**

Pnl. **A**

Bg.

day night

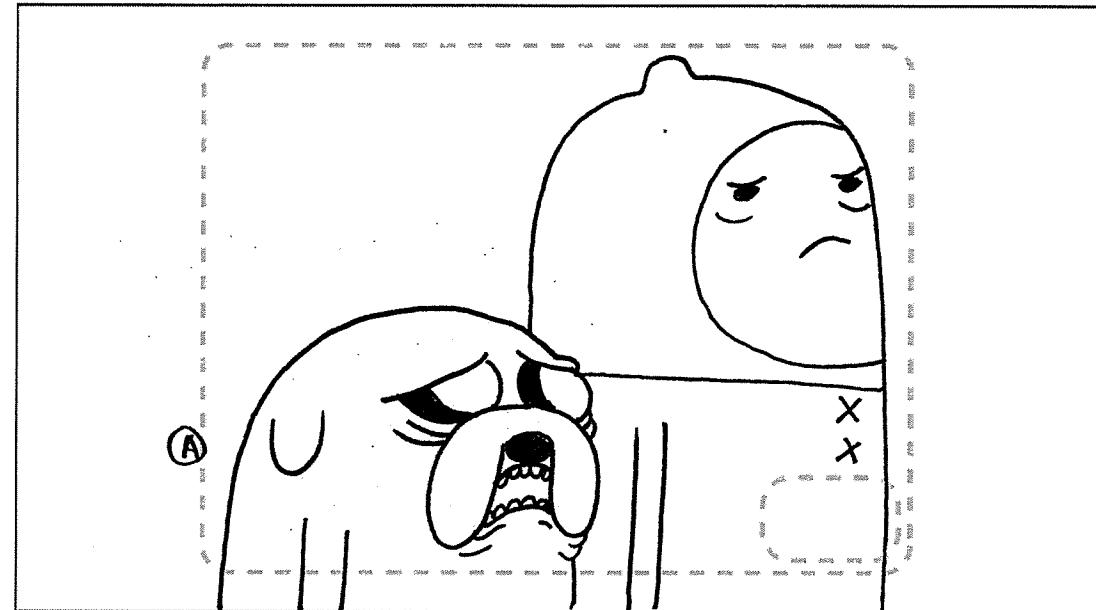


Sc. **62**

Pnl. **A**

Bg.

day night



Dialog:

Action:

Timing:

Jake: I didn't want to have to
use my powers on you horse...



100231

EPISODE #

Production :

ADVENTURE TIME



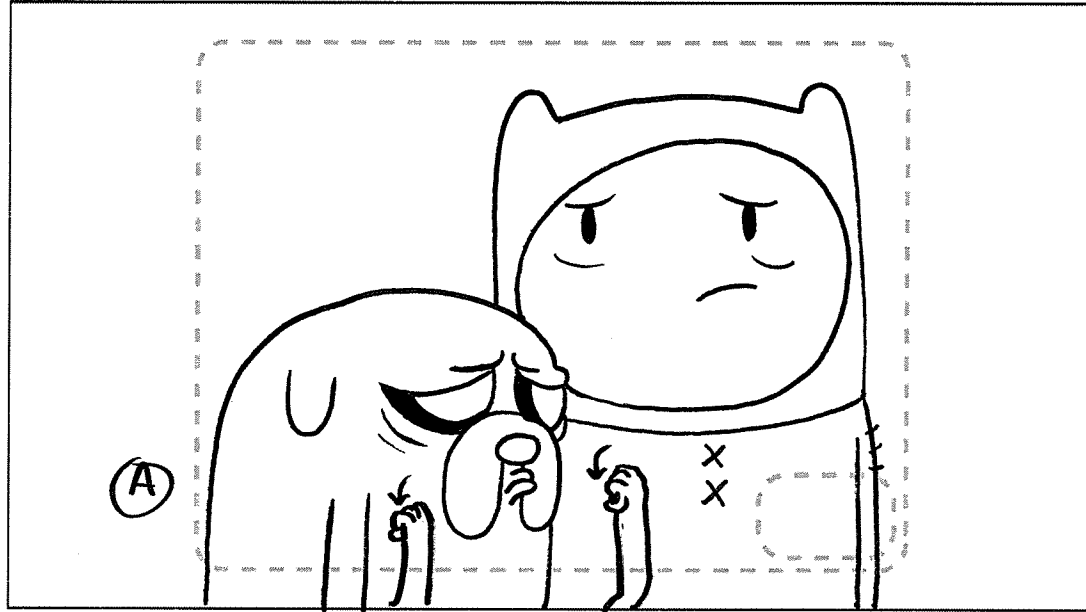
Page 78

Sc. 62

Pnl. B

Bg.

day night

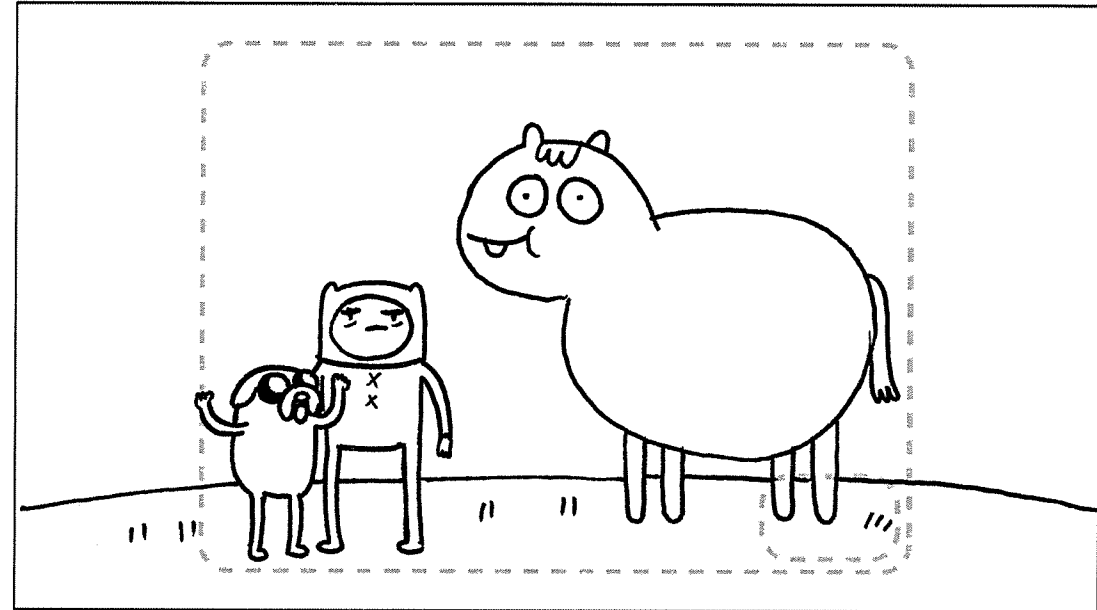


Sc. 63

Pnl. A

Bg.

day night



Dialog:

J: because I'm so sleepy.

Jake: BUT YOU PUSHED JAKE
TOO FAR!!!

Action:

makes Fists.

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



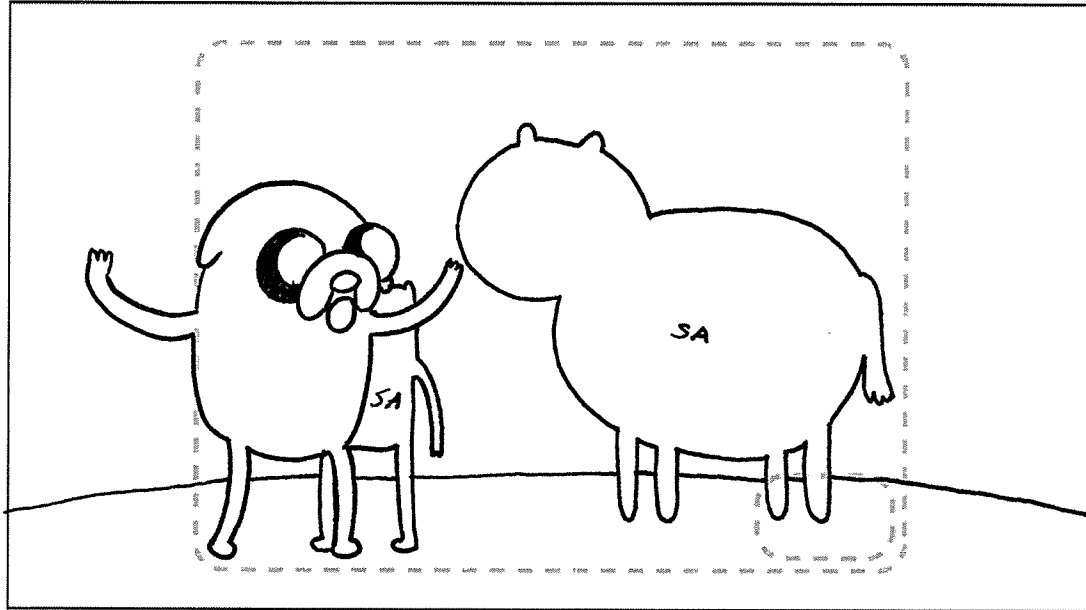
Page 79

Sc. 63

Pnl. B

Bg.

day night

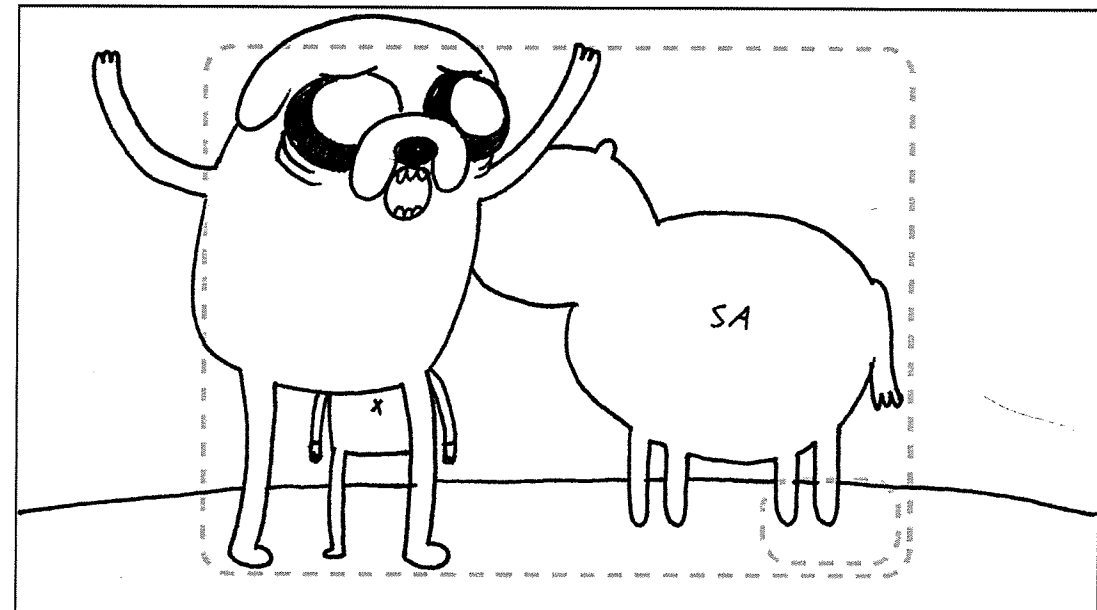


Sc.

Pnl. C

Bg.

day night



Dialog:

J: RAA —

AAAH!! —

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



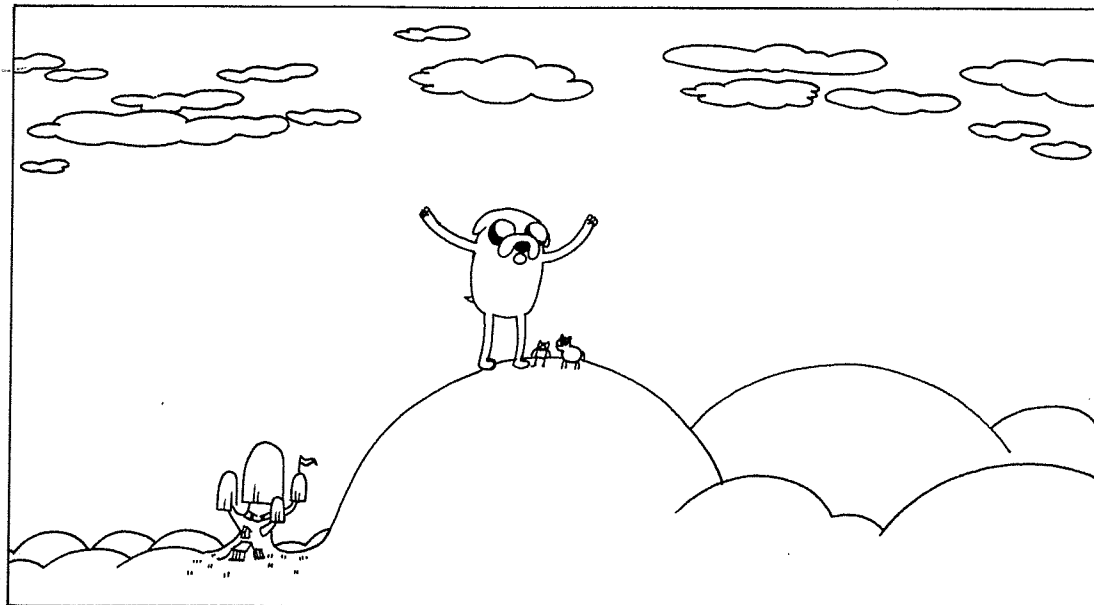
Page 80

Sc. 64

Pnl. A

Bg.

day night

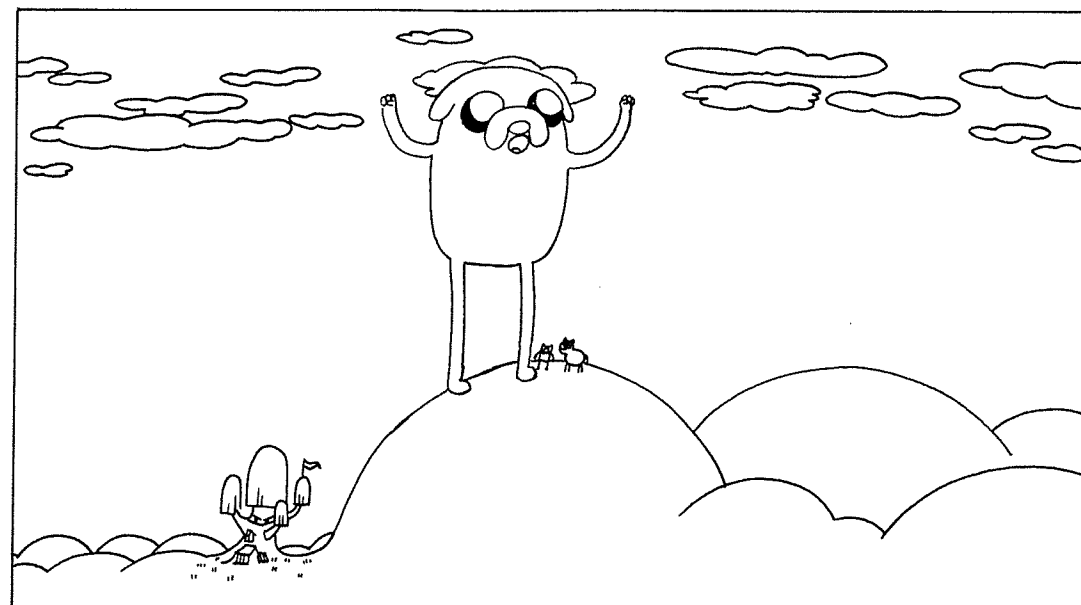


Sc.

Pnl. B

Bg.

day night



Dialog:

AA —

AAAAH!!!

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

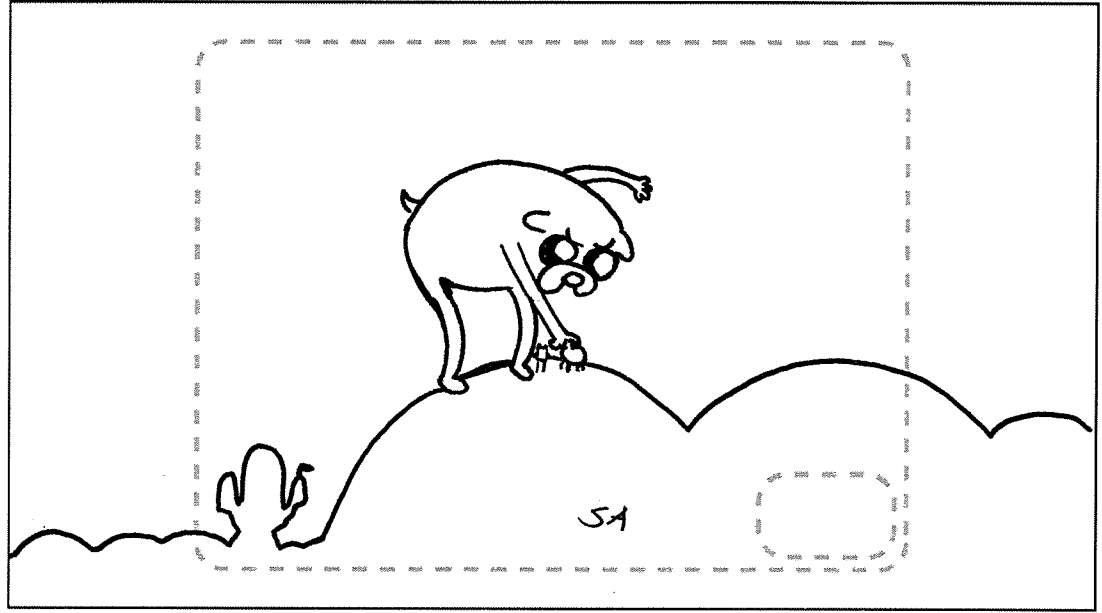


Sc. 64

Pnl. C

Bg.

day night

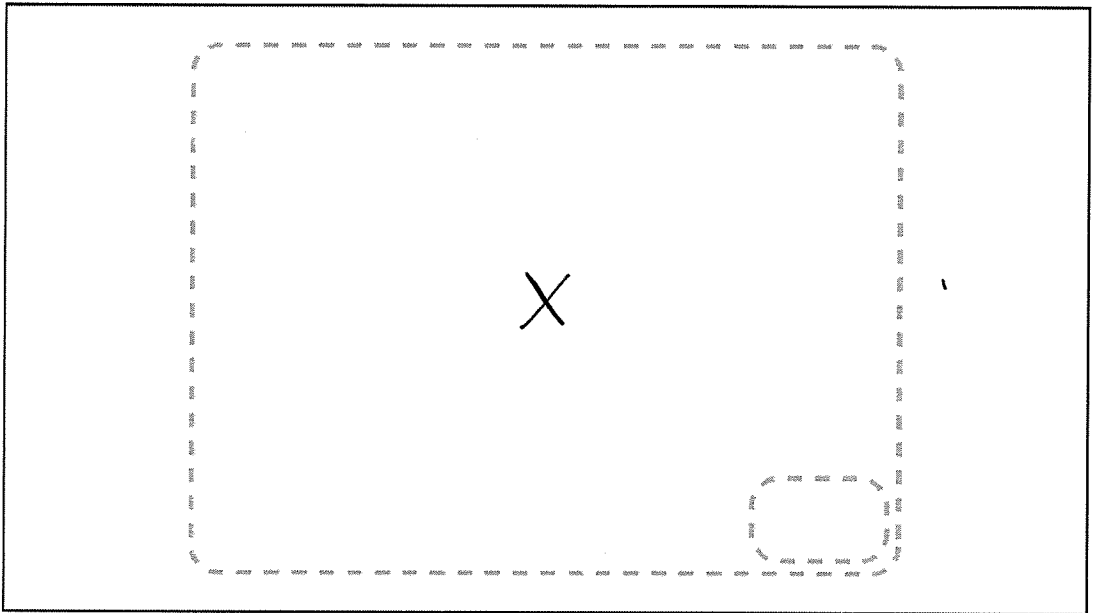


Sc.

Pnl.

Bg.

day night



Dialog:	*effort* O: hrrrk!!
Action:	
Timing:	

EPISODE # 100231

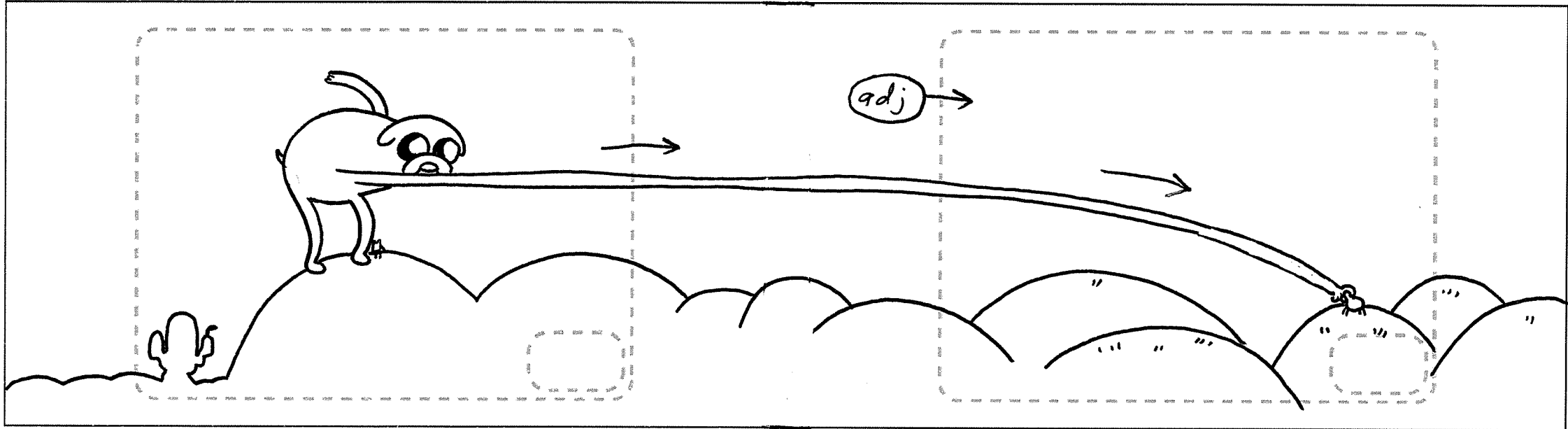
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 64 Pnl. D Bg. day night Sc. Pnl. Bg. day night



Dialog:

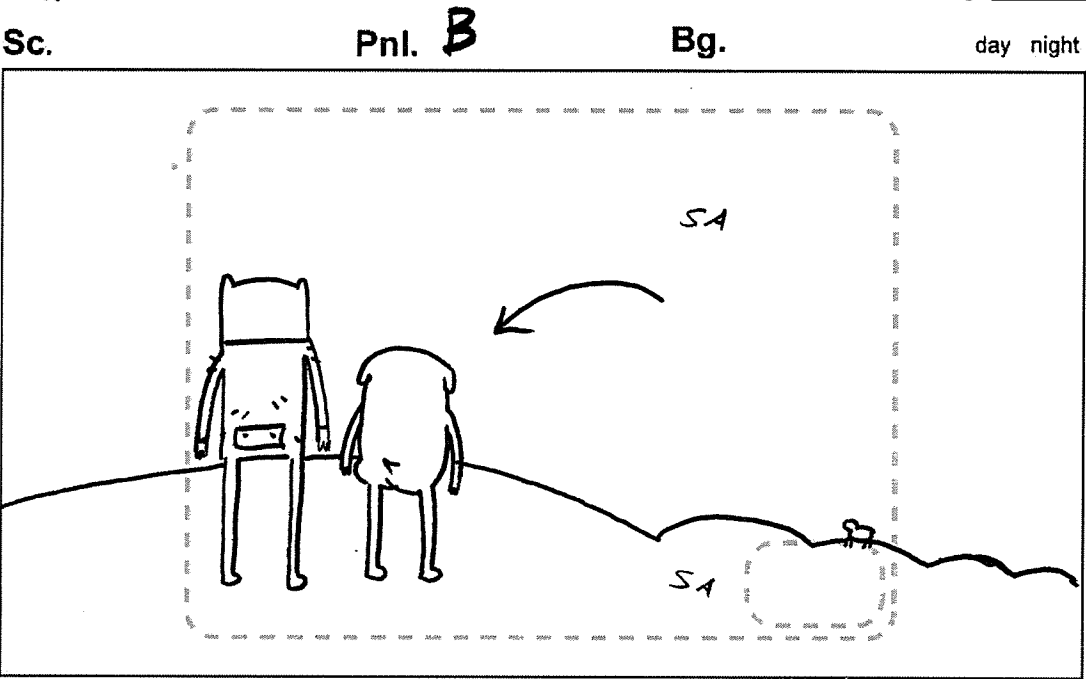
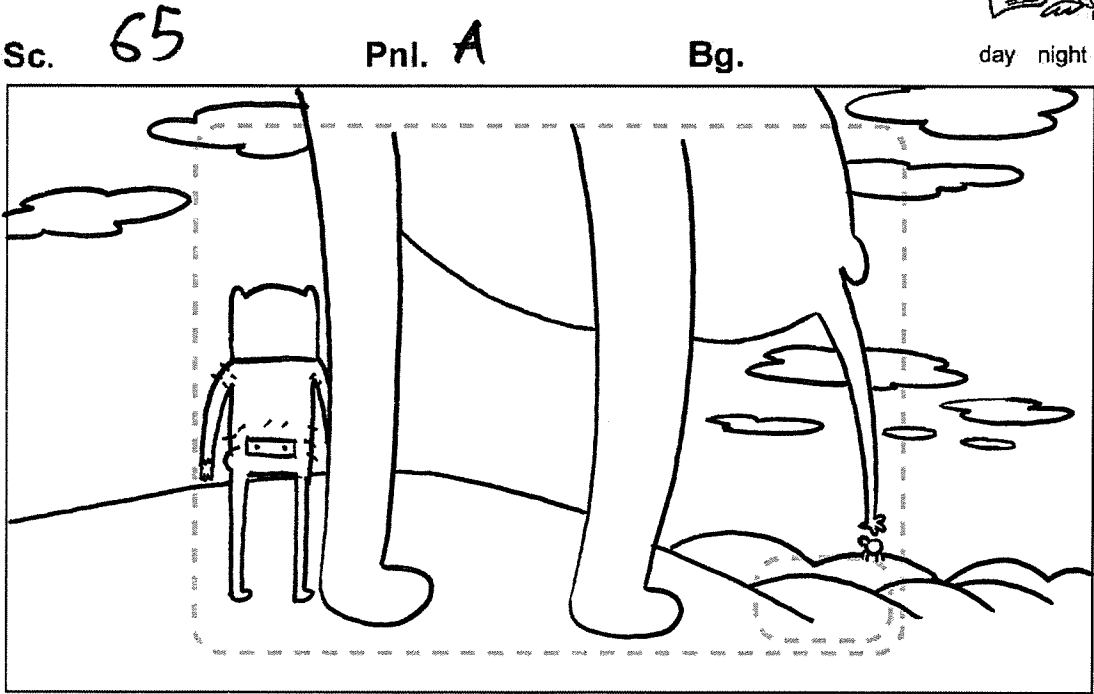
J: *groan*

Action:

Timing:

EPISODE # 100231 Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

(Jake shrinks)

ADVENTURE TIME



Sc. 65 Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

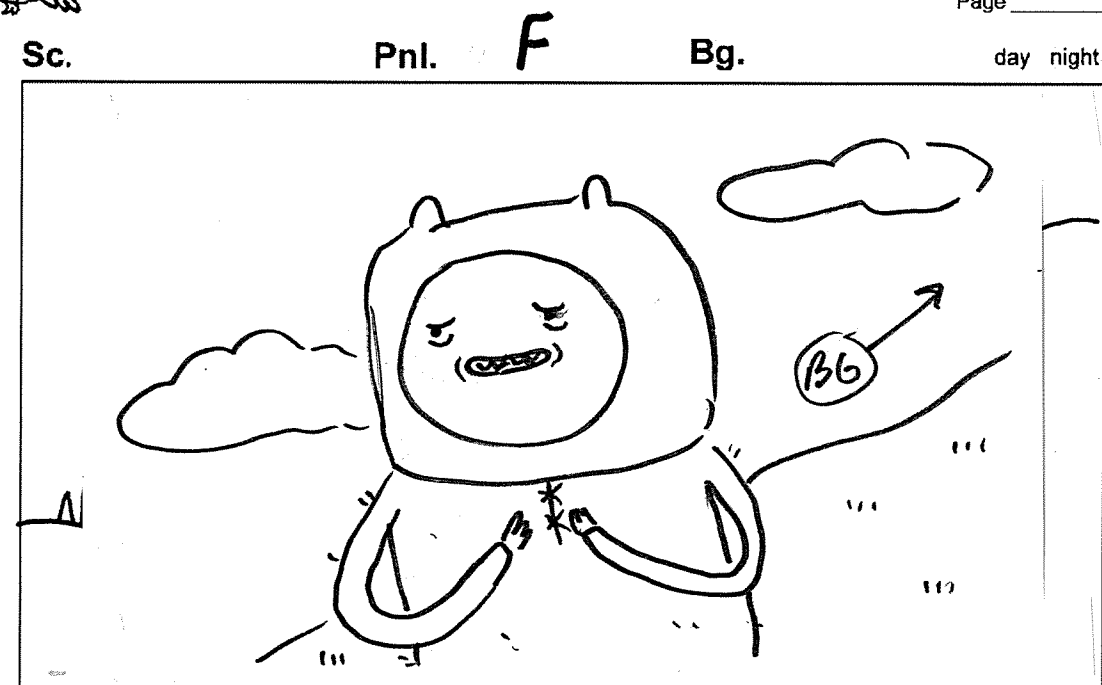
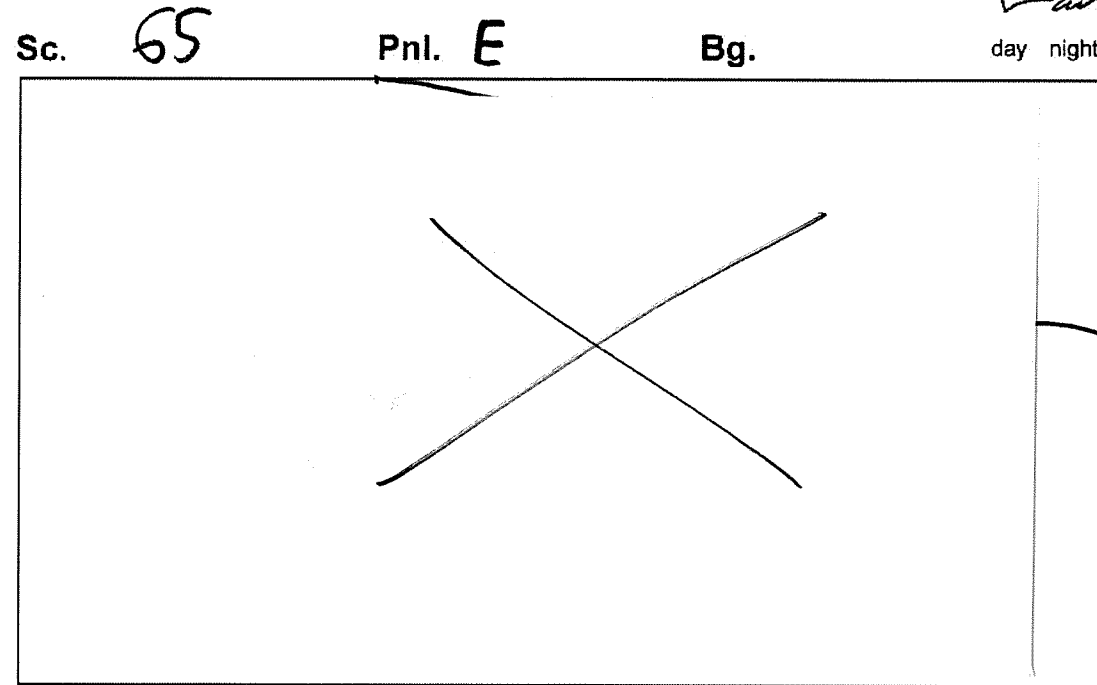
Dialog:	Finn: He shouldn't creep us out from way over there...	Jake: Lets get back to bed, buddy.
Action:		
Timing:		

EPISODE # 100231 Production :

ADVENTURE TIME



Page 85



Dialog:

Action:

Timing:

(F:) AWW YEAH... I'M SO
READY FOR THE BED.

EPISODE # 100231

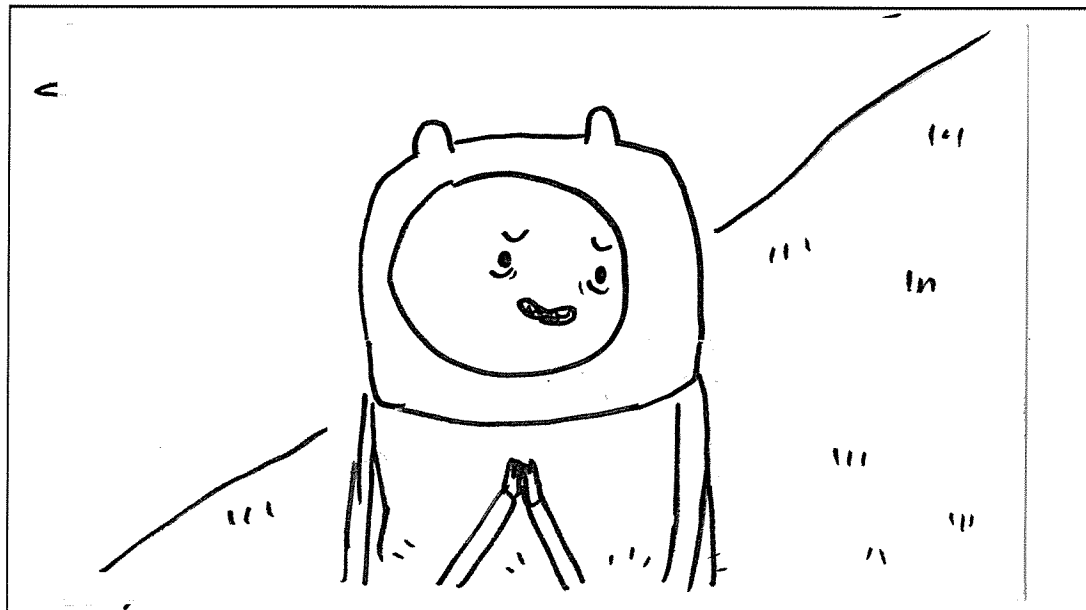
Production :

ADVENTURE TIME

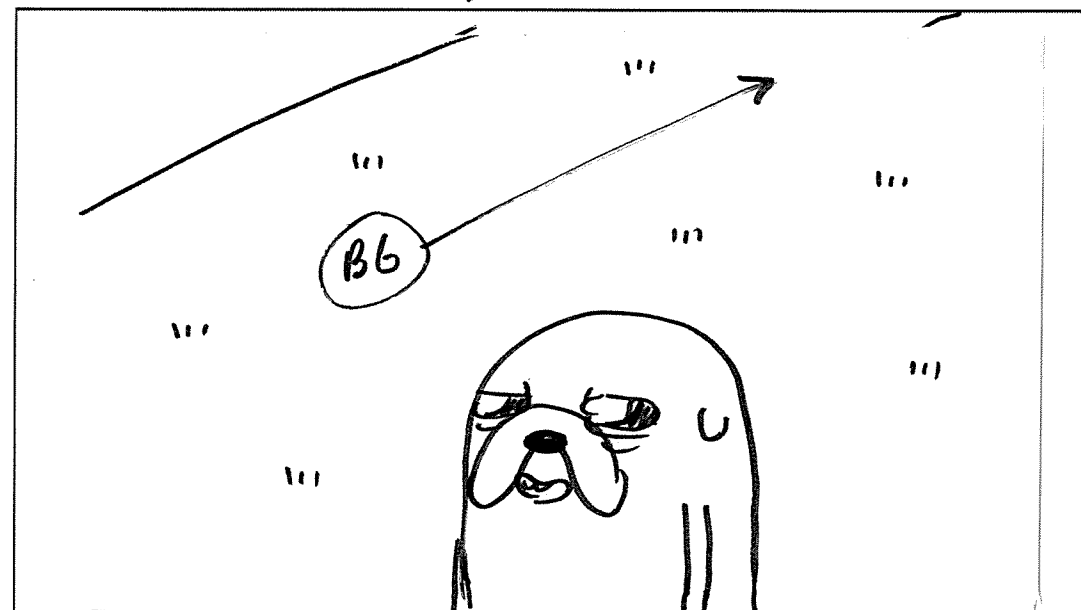


Page 86

Sc. 66 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

(F:) I love bed, Jake.

Action:

Timing:

(J:) I want to marry my bed.

EPISODE # 100231

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	(F:) Me tooo !!!
Action:	(SFX) (O/S) * clip clp clip clp *
Timing:	

EPISODE # 100231

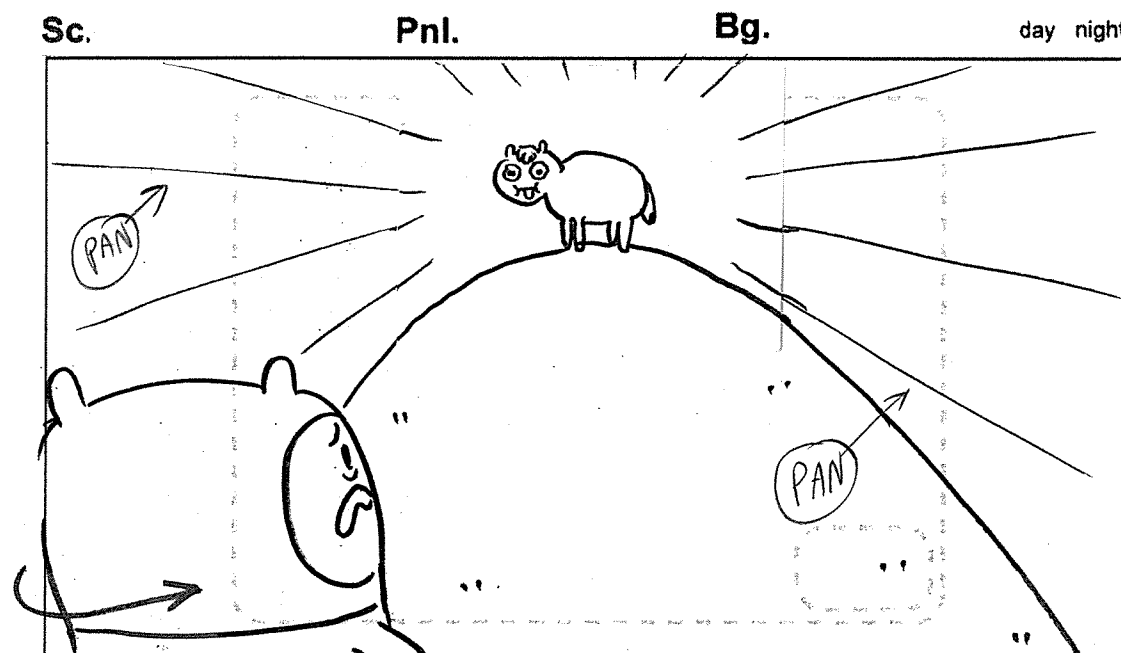
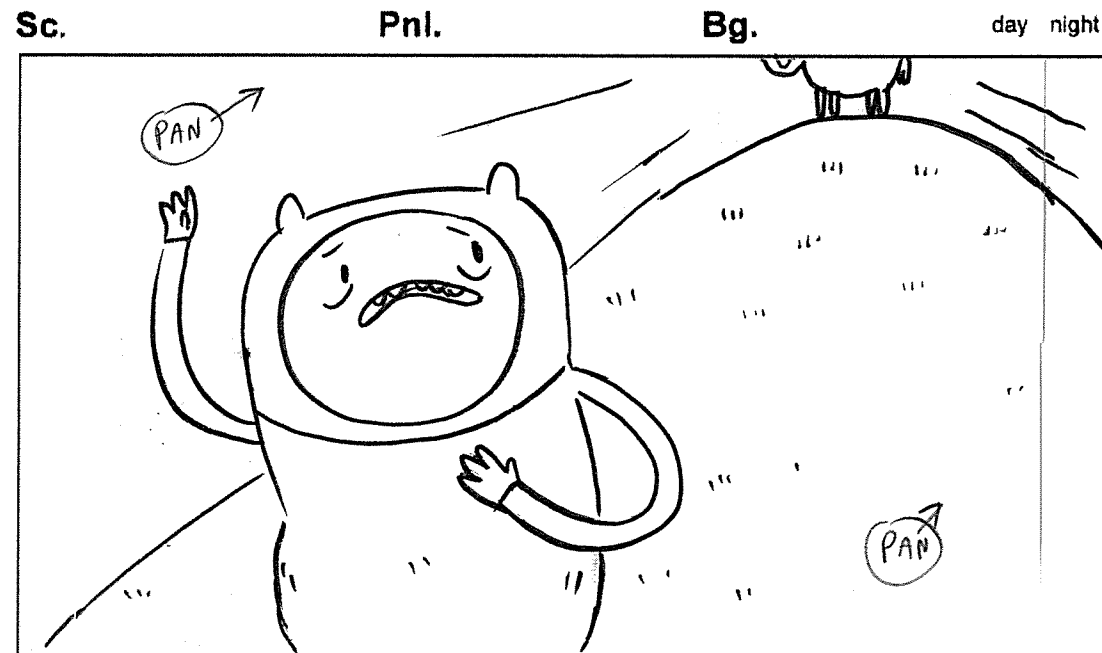
Production :

© 2019 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 87A



Dialog:

F: huh?!

Music Sting!
DUN DUN DUNN!!

Action: Animate BG while Finn turns, Pan NE

Timing:

EPISODE # 100231

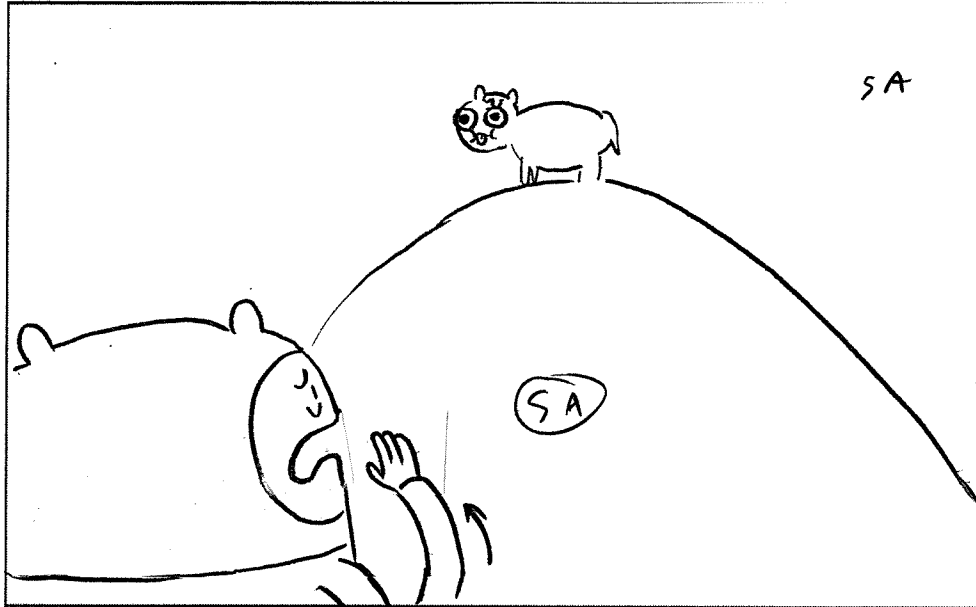
Production :

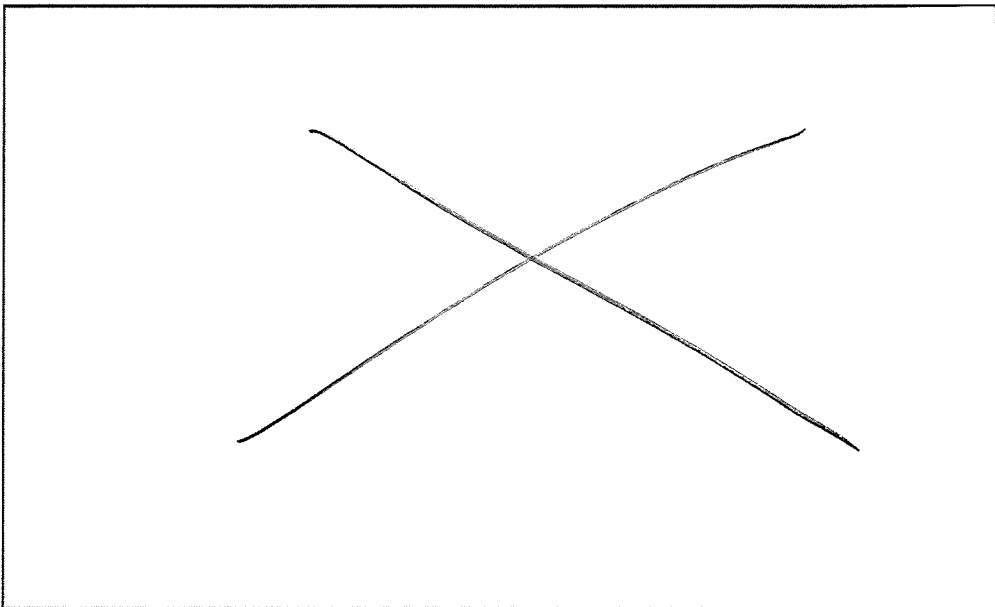
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 870

Sc.	Pnl.	Bg.	day	night
		SA		

Sc.	Pnl.	Bg.	day	night
				

Dialog:
(F) *GASP!*
Action:
Timing:

EPISODE # 100231

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(J!) no more...
Action:	
Timing:	

EPISODE # 100231

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



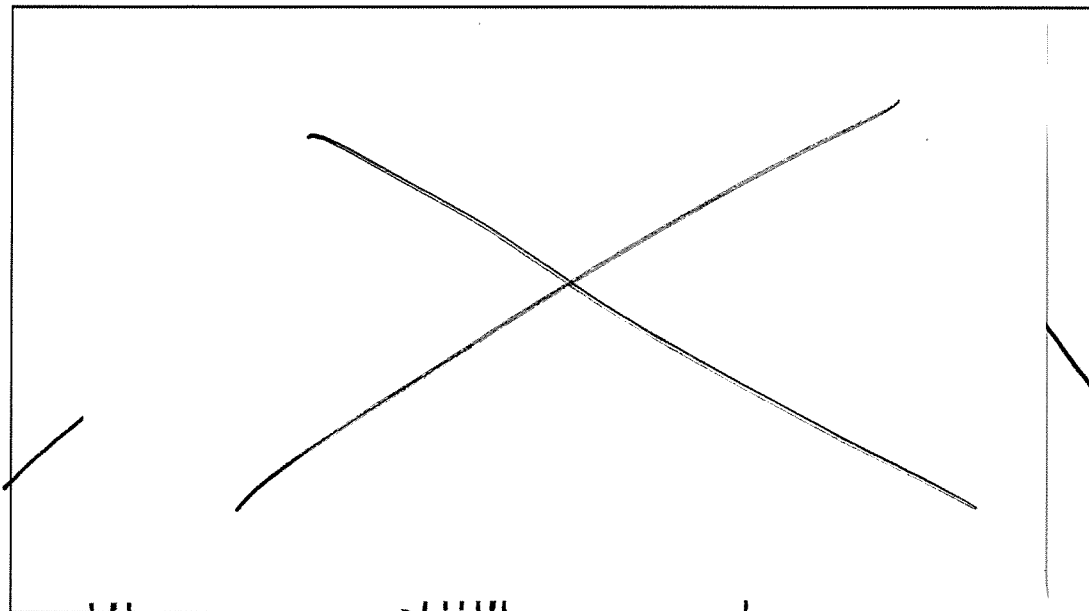
Page **88**

Sc. **67**

Pnl. **B**

Bg.

day night

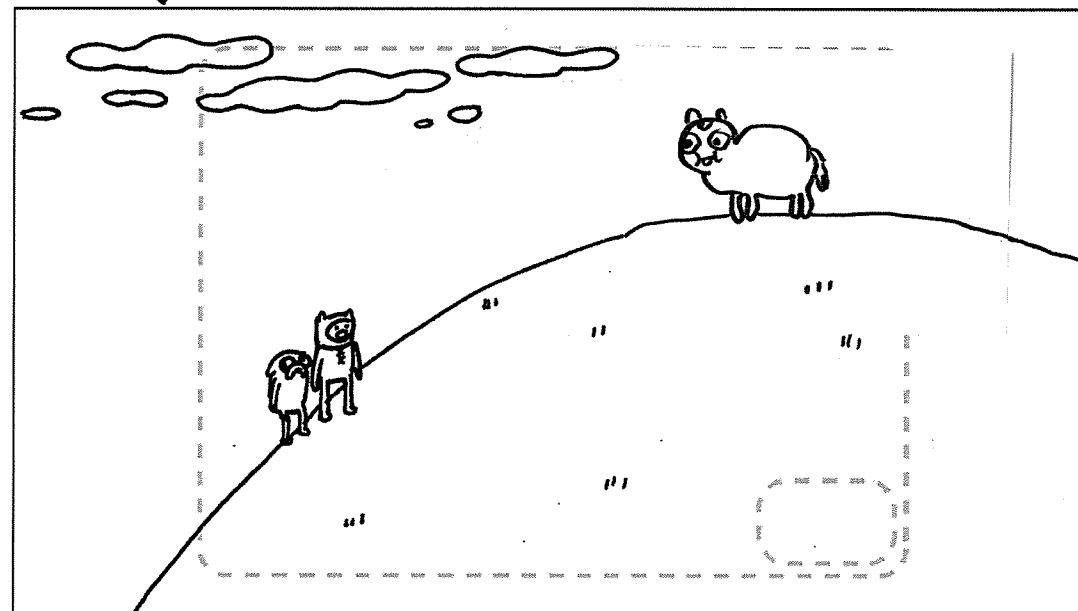


Sc. **68**

Pnl. **4**

Bg.

day night



Dialog

Action

Timing

EPISODE # **100231**

Production :

ADVENTURE TIME



Sc. 68

Pnl. B

Bg.

day night

Sc.

Pnl. C

Bg.

day night

Dialog	⑤ Nooo!! MOOORE!!!
Action	
Timing	

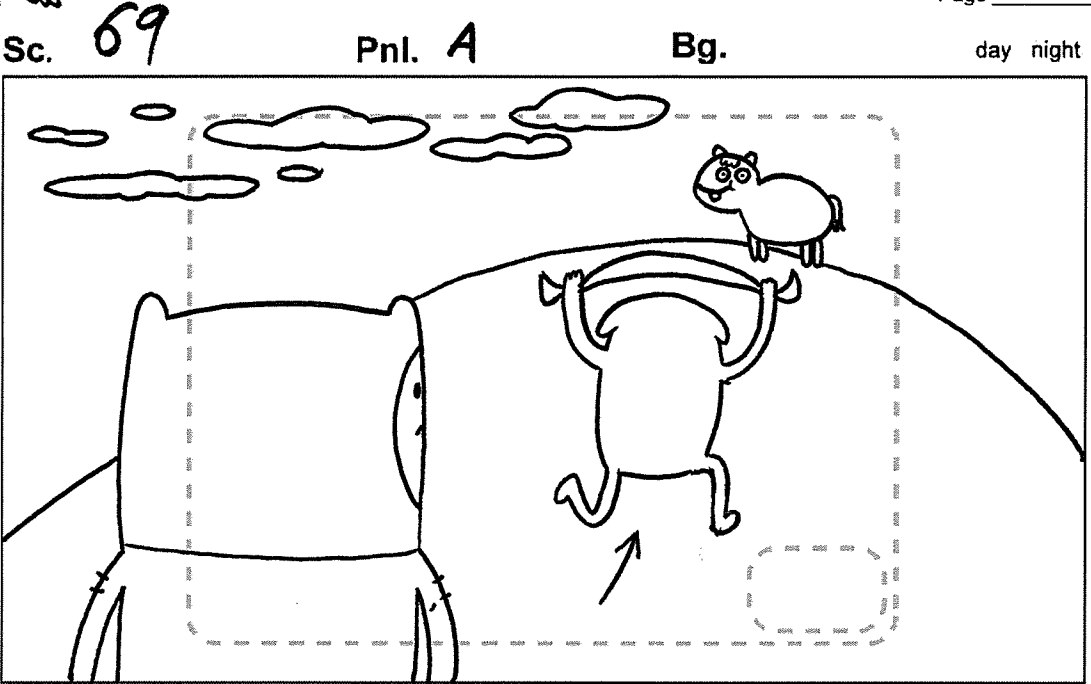
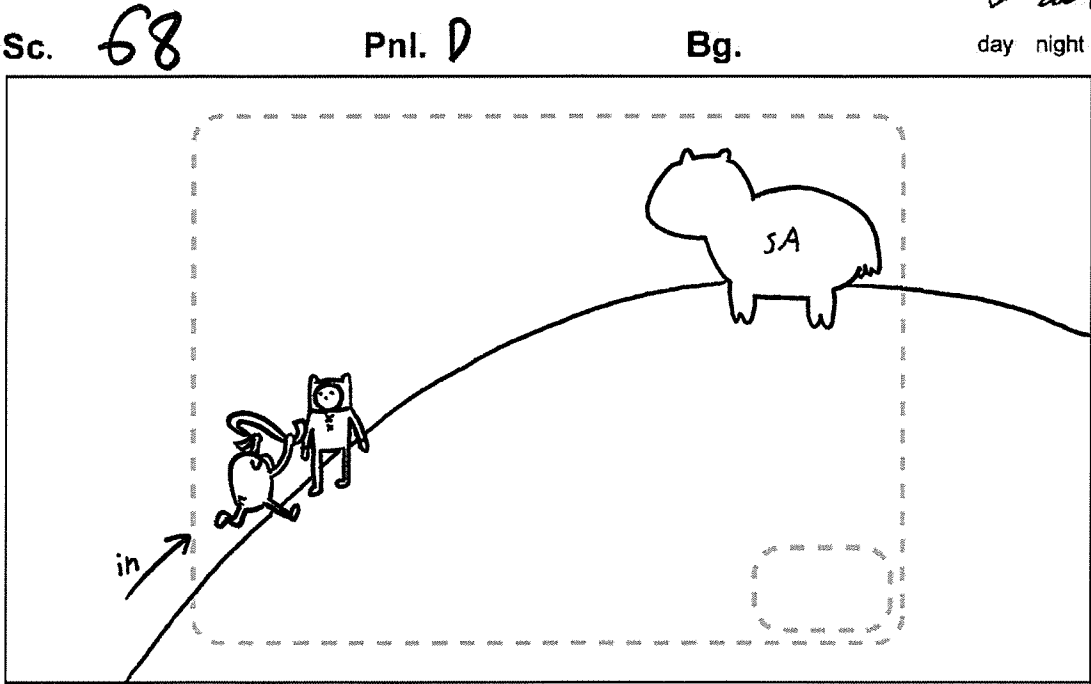
Finn: Where are you going? Jake: (o.s.) I have an idea!!

EPISODE # 100231

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<p>(cont.) O! RAA -</p>
Action:	
Timing:	

EPISODE # 100231 Production :

ADVENTURE TIME



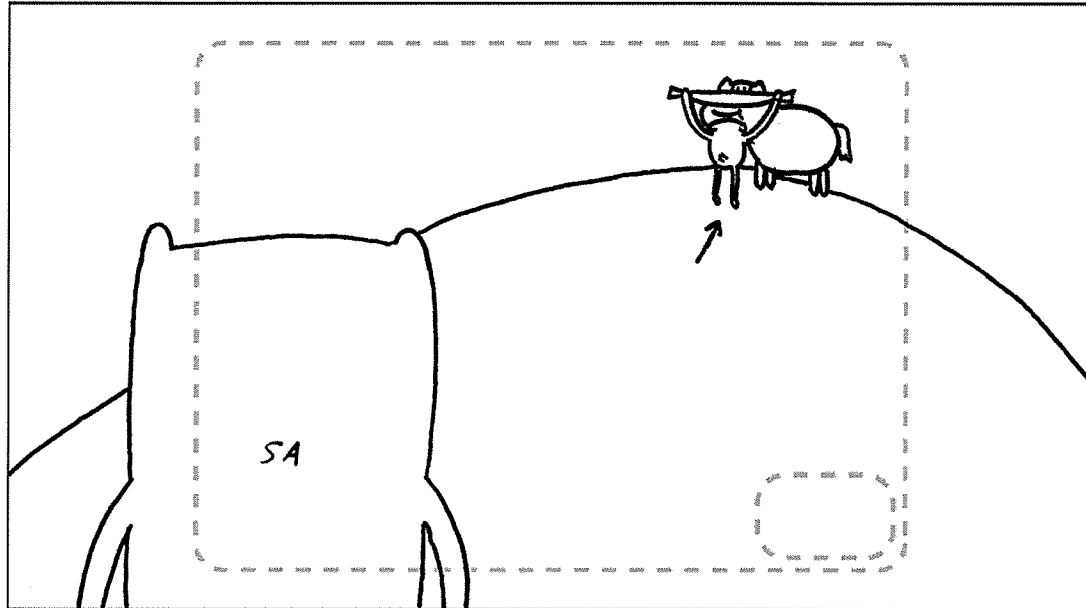
Page 91

Sc. 69

Pnl. B

Bg.

day night

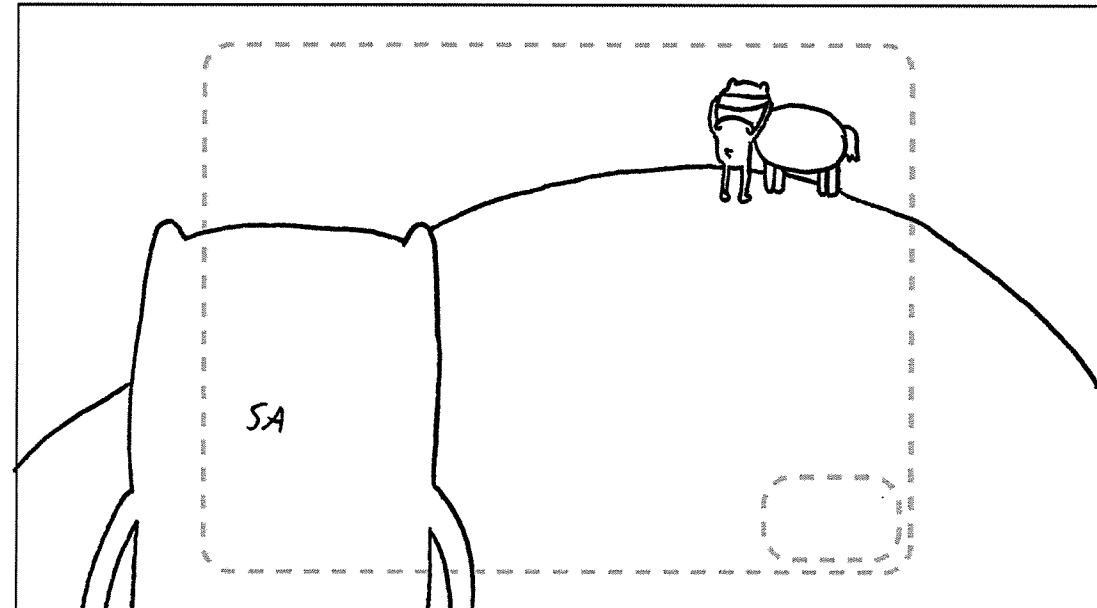


Sc.

Pnl. C

Bg.

day night



Dialog:

J: AAA—

AA!!

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



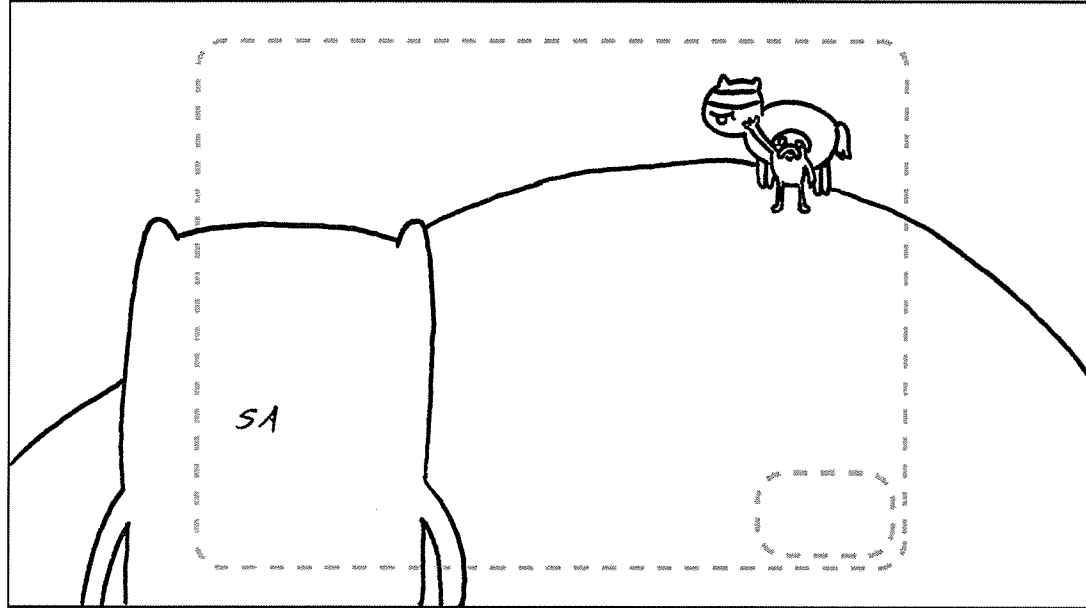
Page **92**

Sc. **69**

Pnl. **D**

Bg.

day night

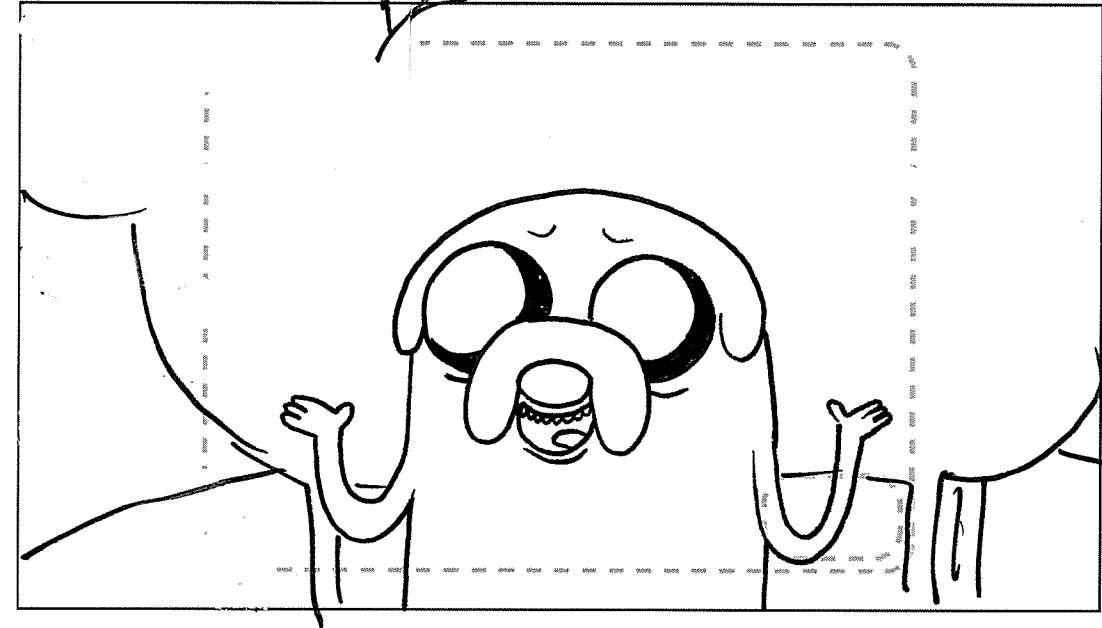


Sc. **70**

Pnl. **A**

Bg.

day night



Dialog:

① I did it!! Ha Ha!! He can't stare
at us if he's blind!!

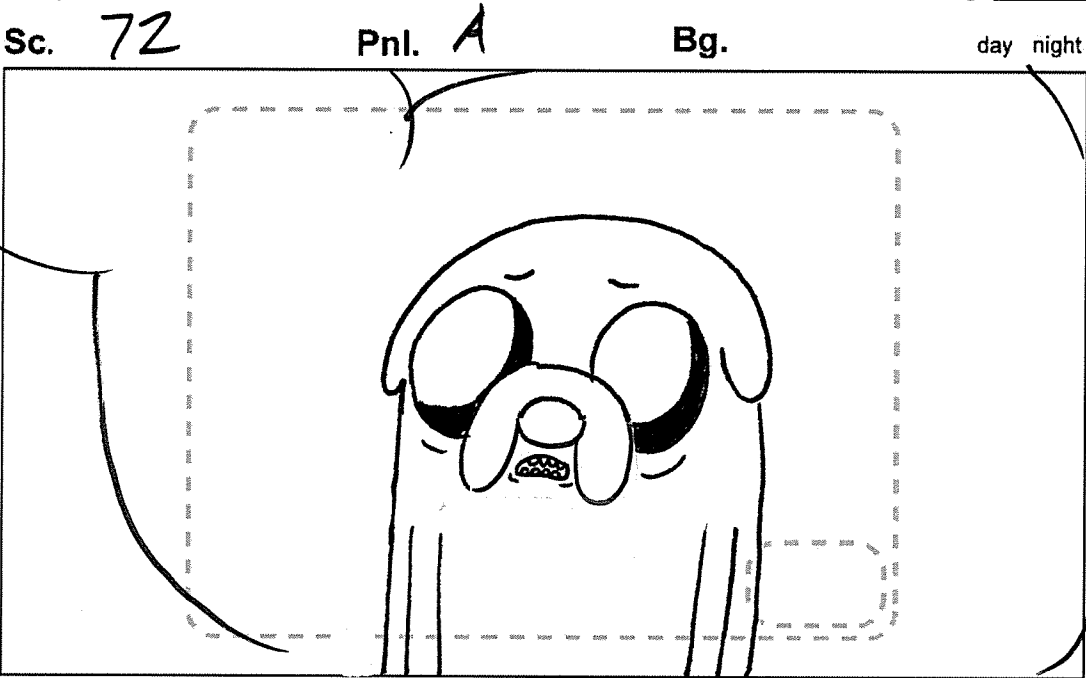
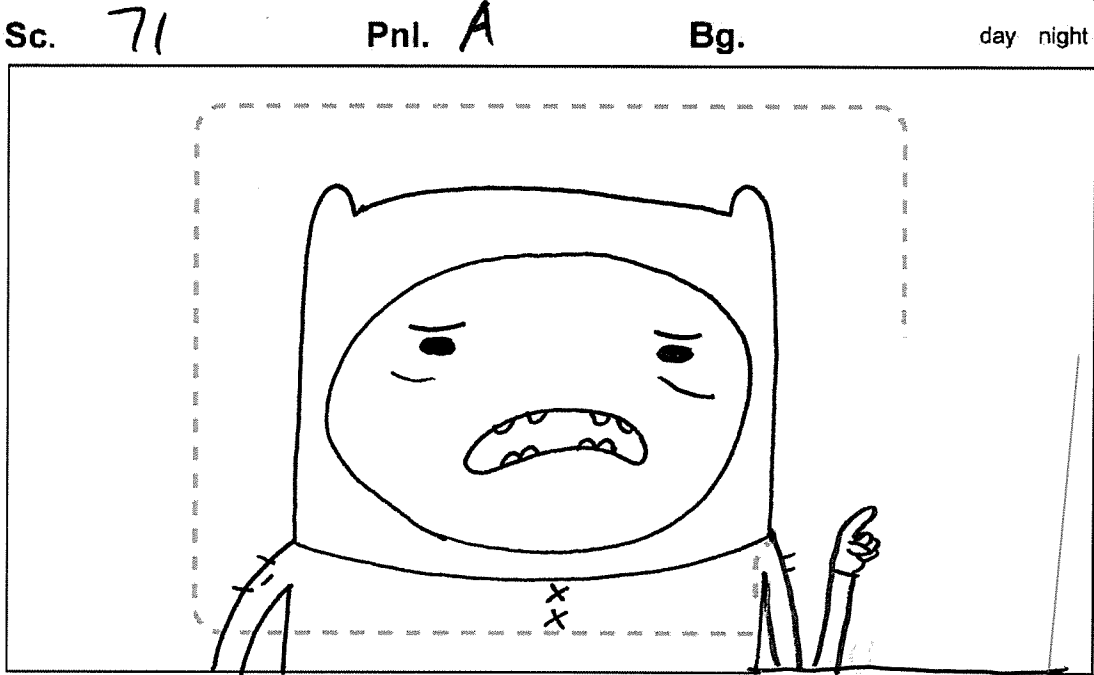
Action:

Timing:

EPISODE # **100231**

Production :

ADVENTURE TIME



Dialog: F: No.. look man.

What.

Action:

Timing:

EPISODE # 100231

Production :

ADVENTURE TIME

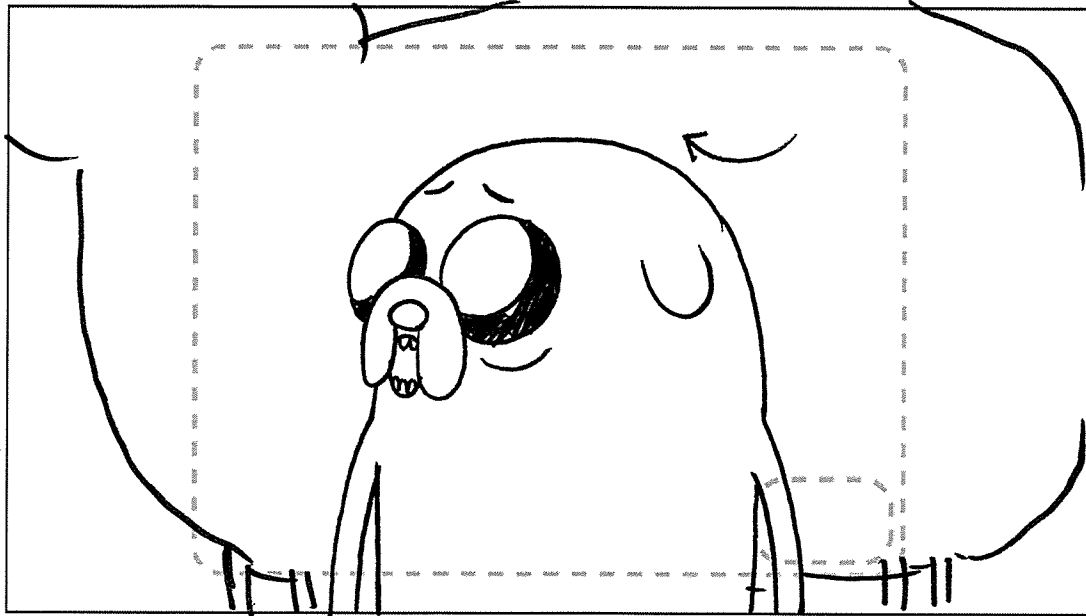


Sc. **72**

Pnl. **B**

Bg.

day night

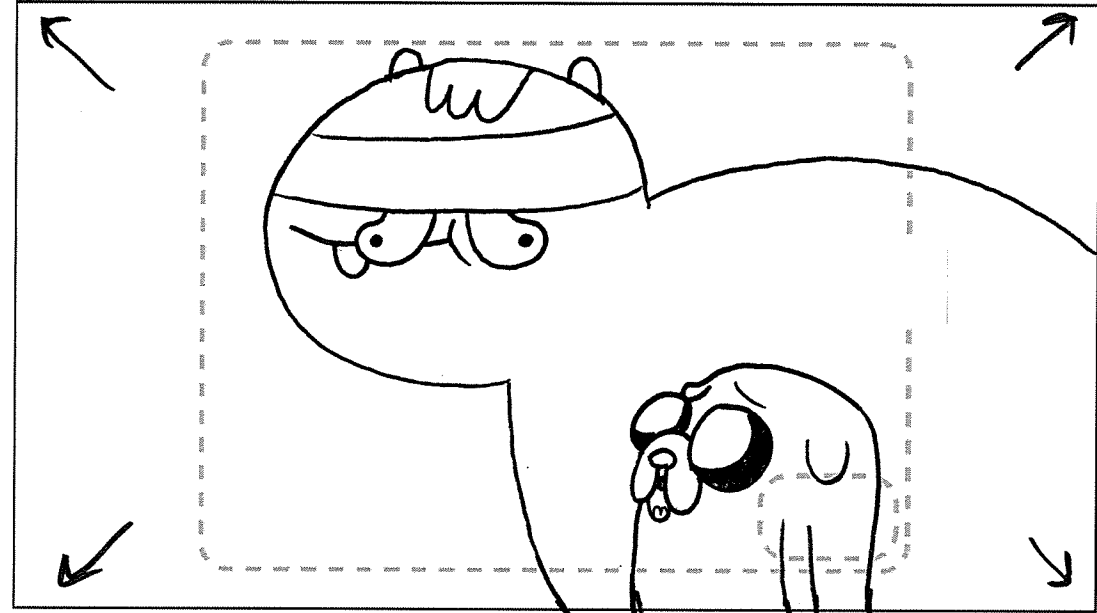


Sc. **73**

Pnl. **A**

Bg.

day night



Dialog:

① Who?!
Why?!!

Action:

Timing:

EPISODE # 100231

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



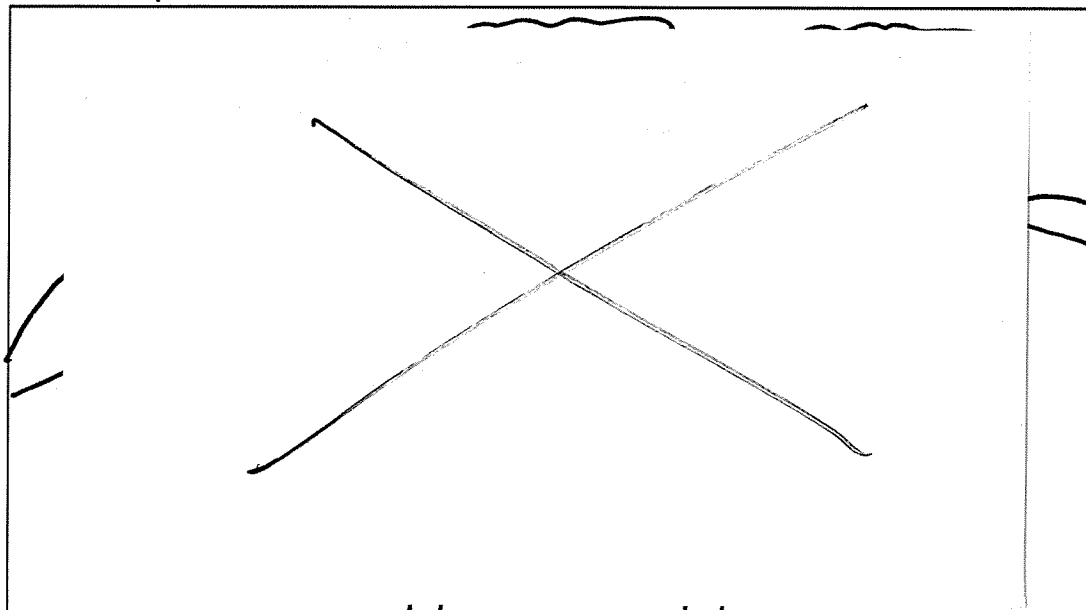
Page 95

Sc. 74

Pnl. A

Bg.

day night

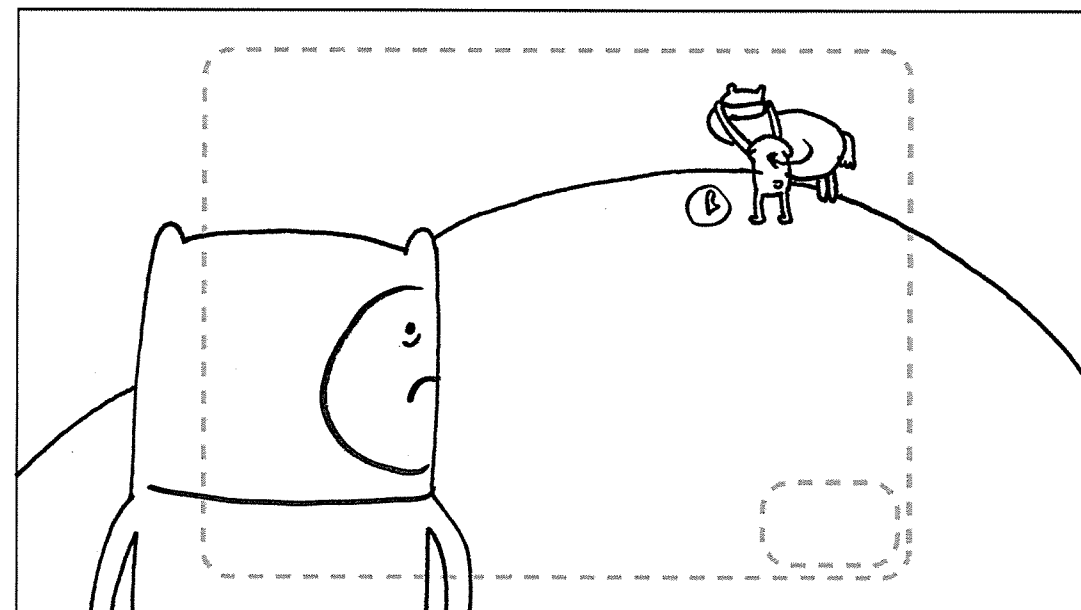


Sc. 75

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 100231

Production :

ADVENTURE TIME

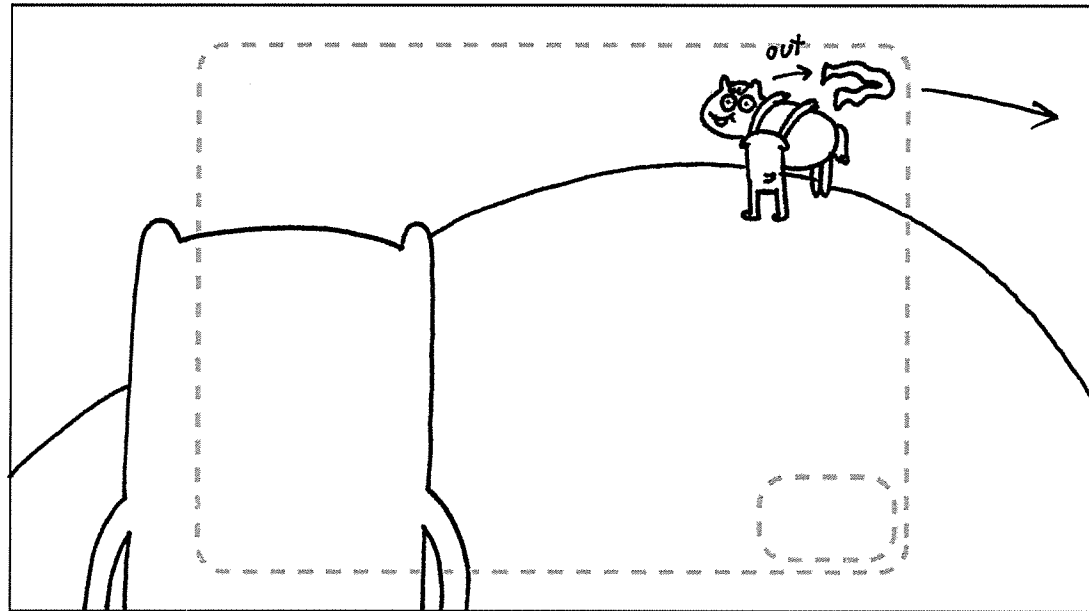


Sc. **75**

Pnl. **B**

Bg.

day night

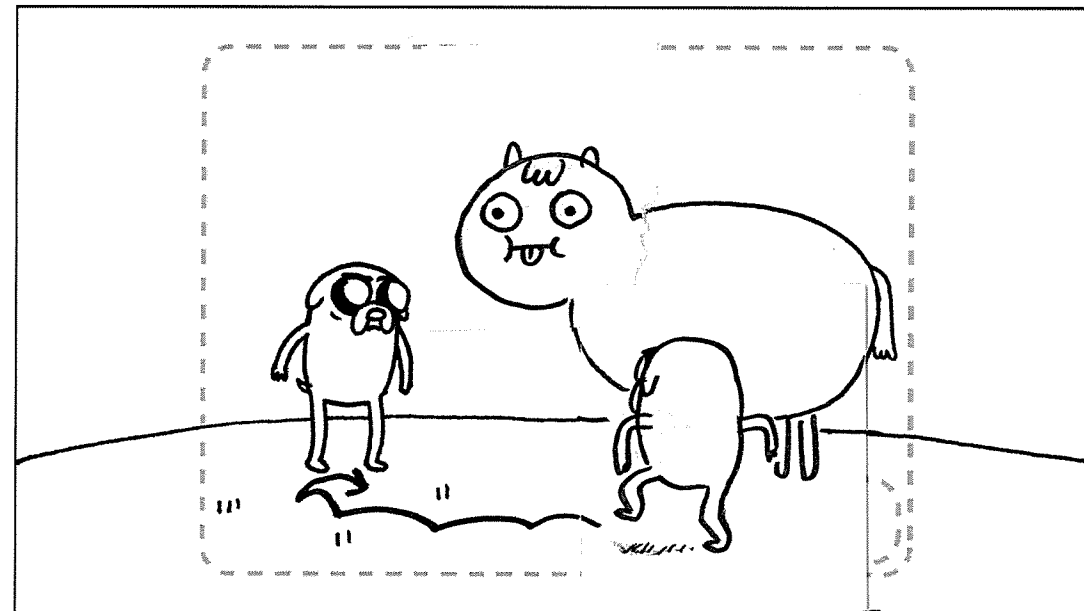


Sc. **76**

Pnl. **A**

Bg.

day night



Dialog: Jake: stupid blind fold!

Action:

Jake marches.

Timing:

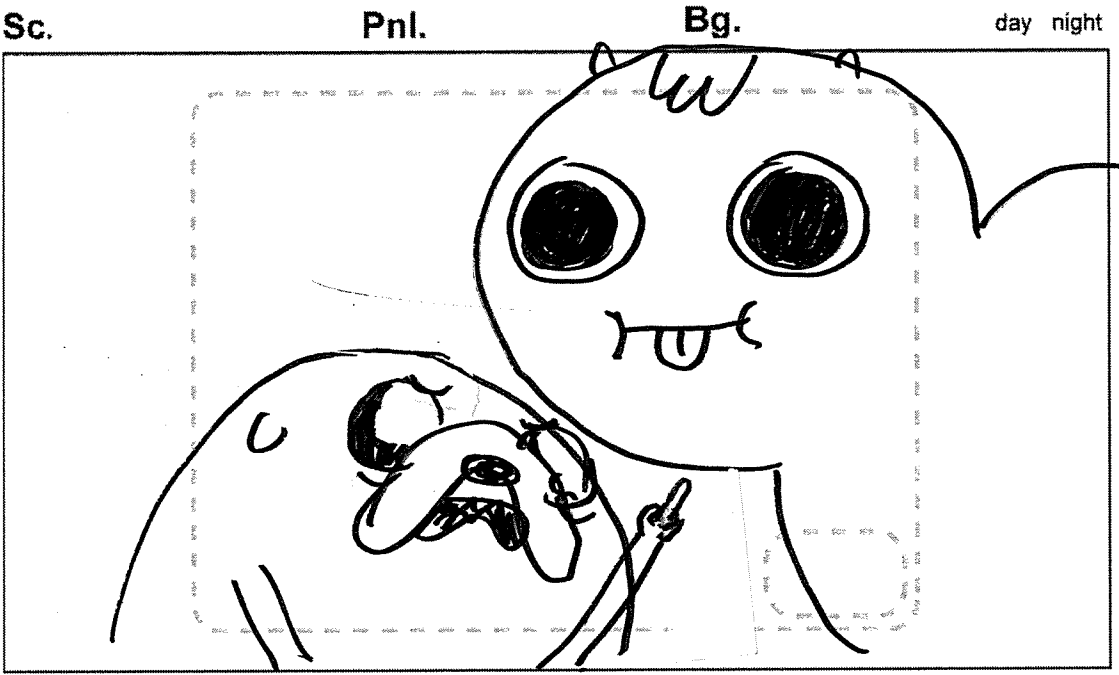
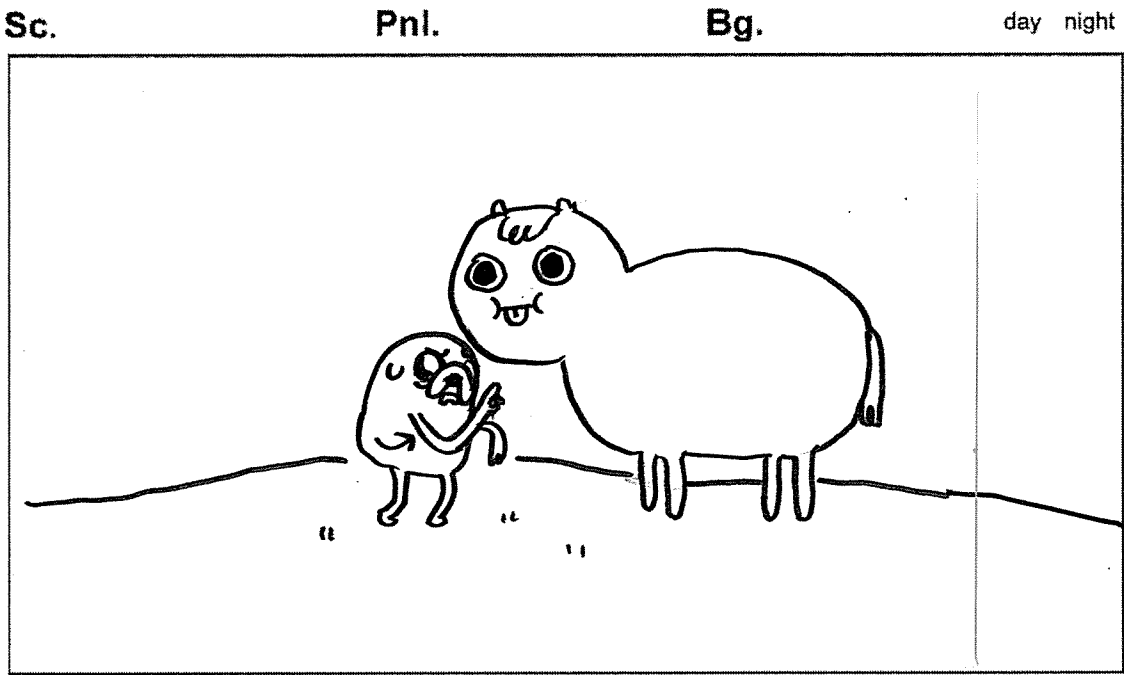
100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



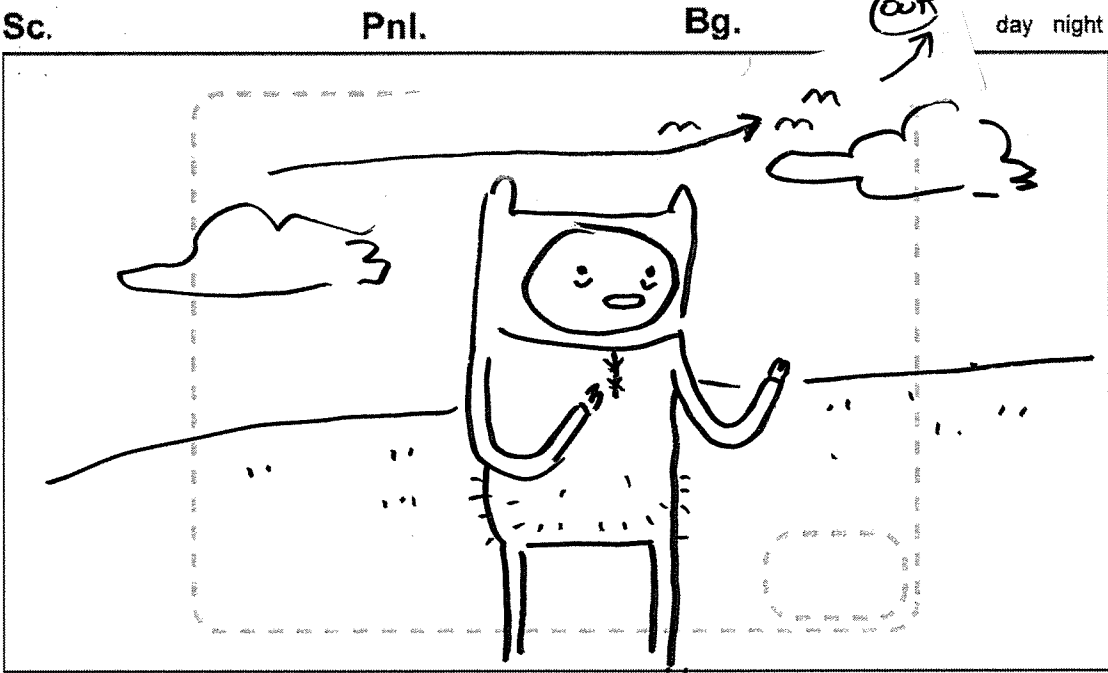
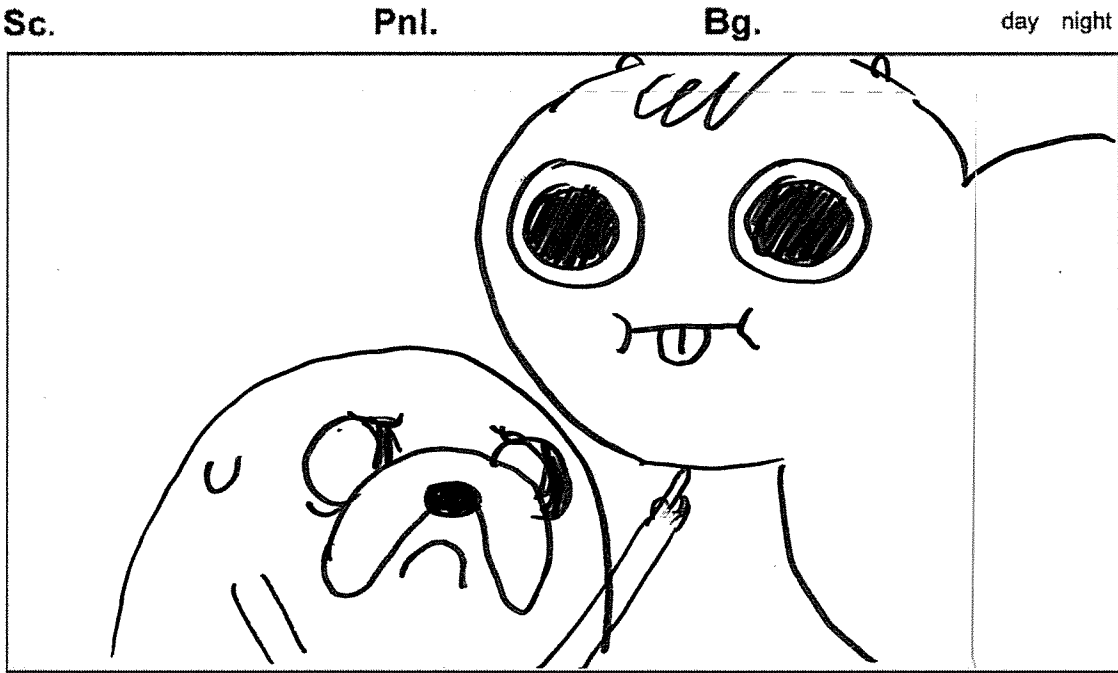
Dialog:	⑤ what's your deal, SCREWY?!	Why are you messin with us?! HUH?!
Action:	horse pupils grow.	
Timing:		

100231

EPISODE #

Production :

ADVENTURE TIME



Dialog:	(F:) (o.s) TAKE!	P: THAT HORSE IS WACK WITH POO BRAIN!
Action:	birds fly through (BG)	
Timing:		

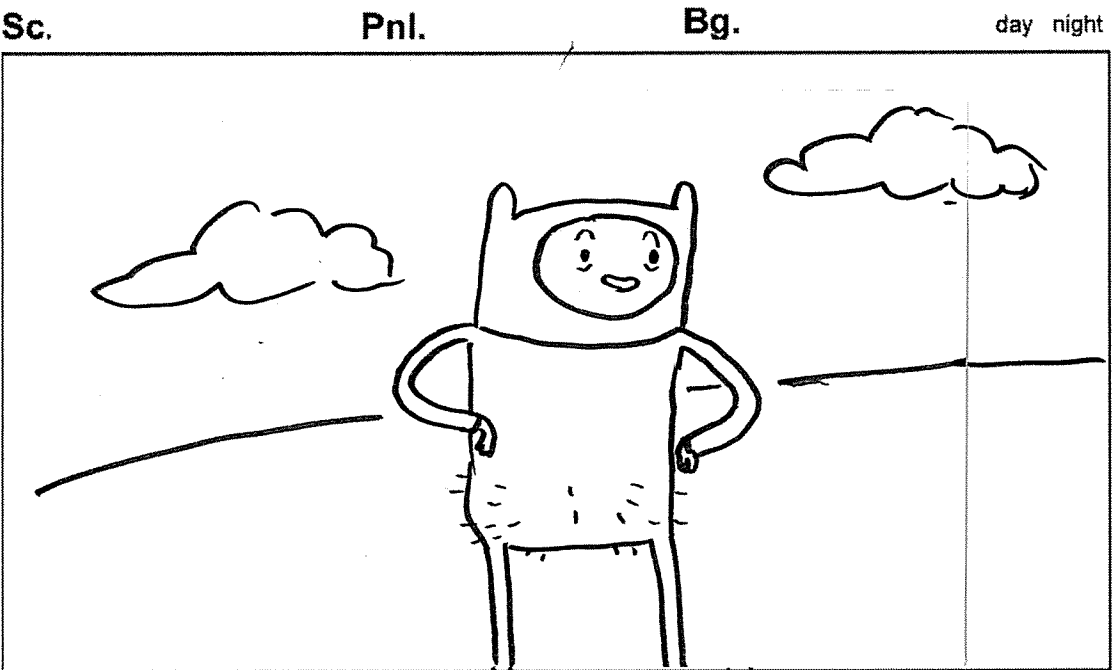
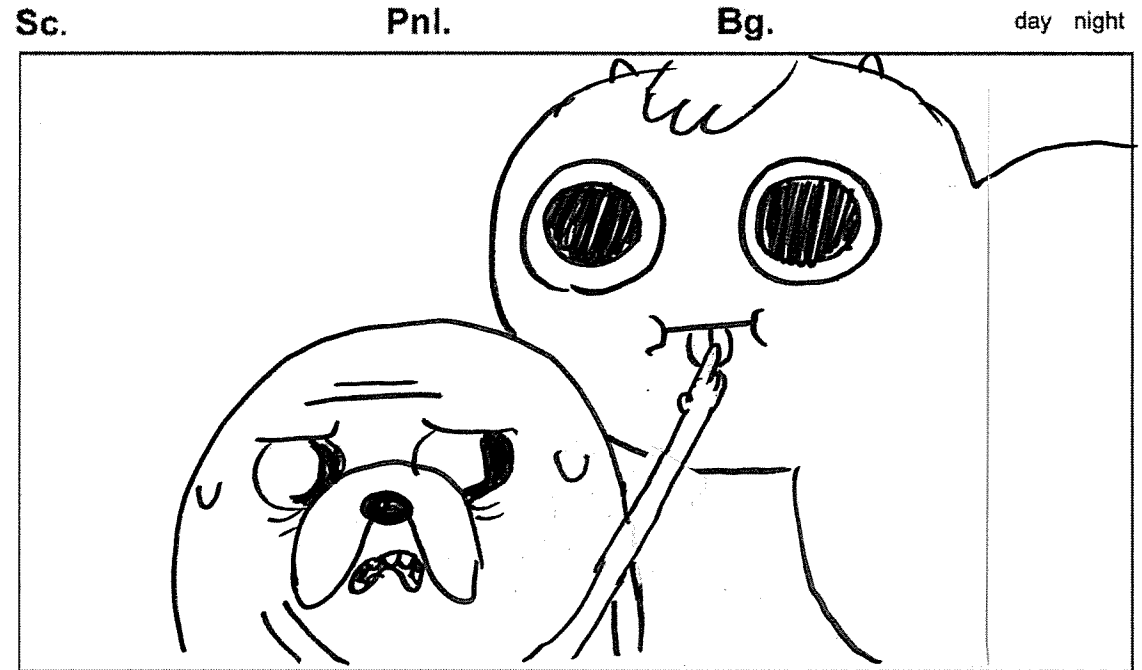
100231


EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	(J) YEAH, I KNOW FINN. I <u>DIAGNOSED</u> THIS HORSE WITH WACKED OUT POO BRAIN FIVE MINUTES AGO.	(F) DUDE.. POO BRAIN MEANS WE CAN LURE IT AWAY FROM HERE USING MUSIC!
Action:		
Timing:	HORSE EYES LOOK AT JAKE'S FINGER.	

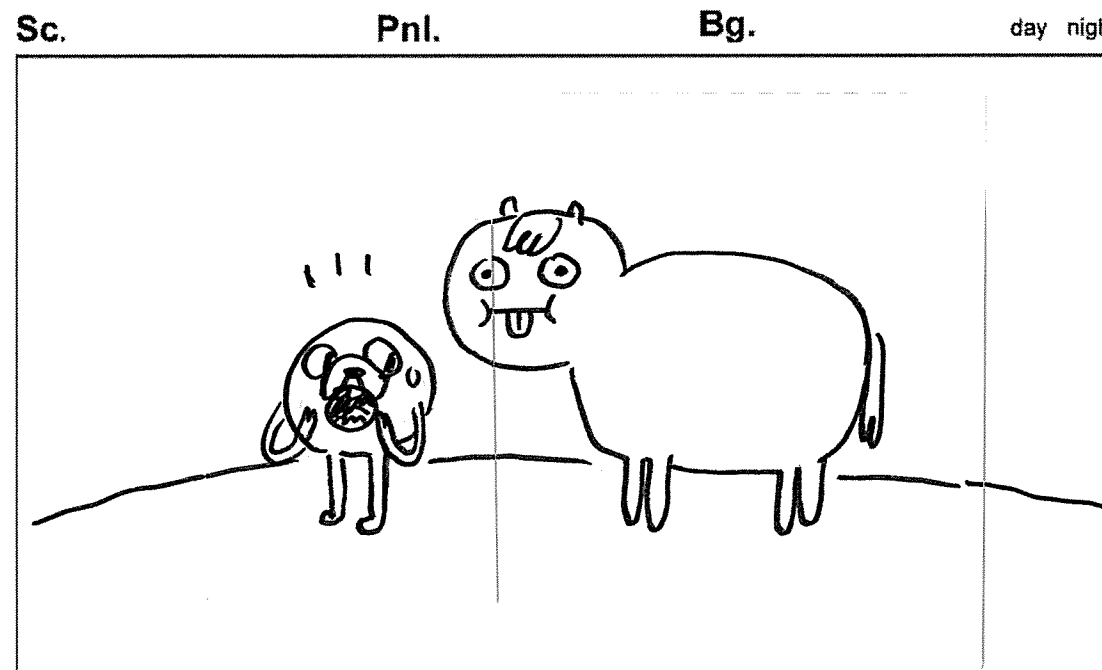
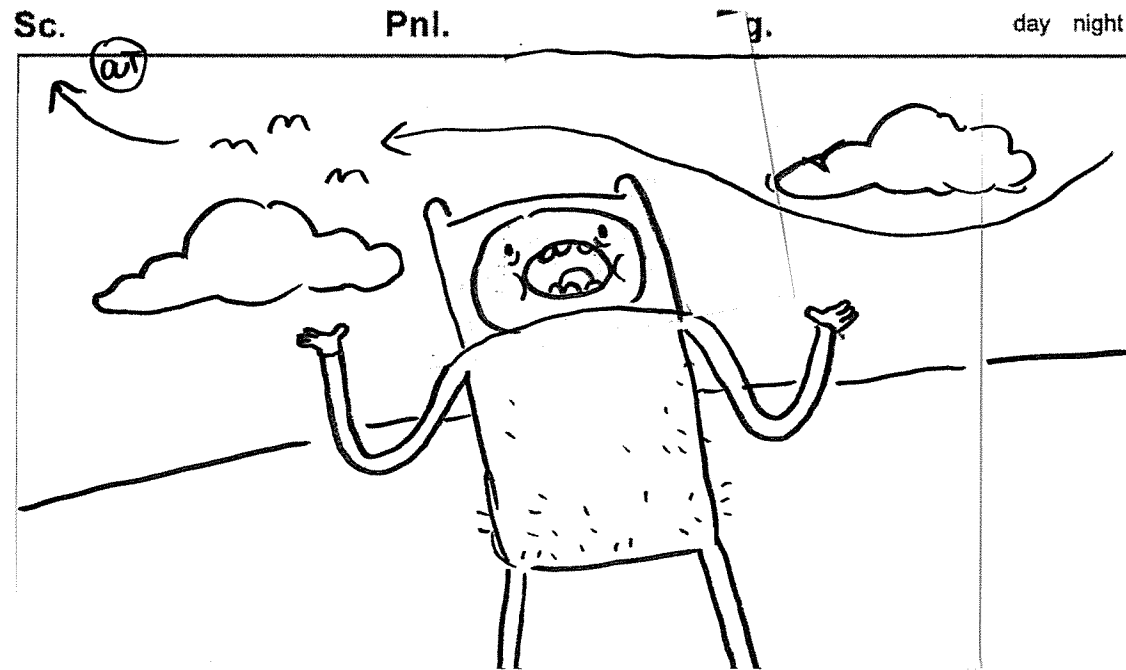
100231
EPISODE #
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 97c



Dialog:	(F:) Everything stupid likes music!!	(J:) THAT'S TRUE!! YOU'RE A GENIUS.
Action:		
Timing:		

100231

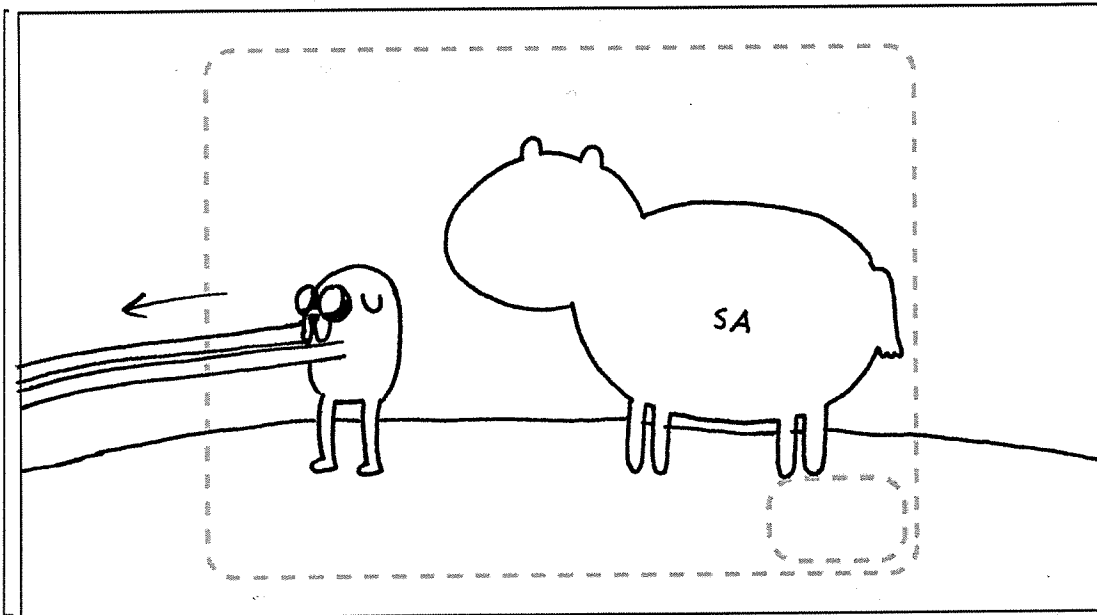
EPISODE #

Production :

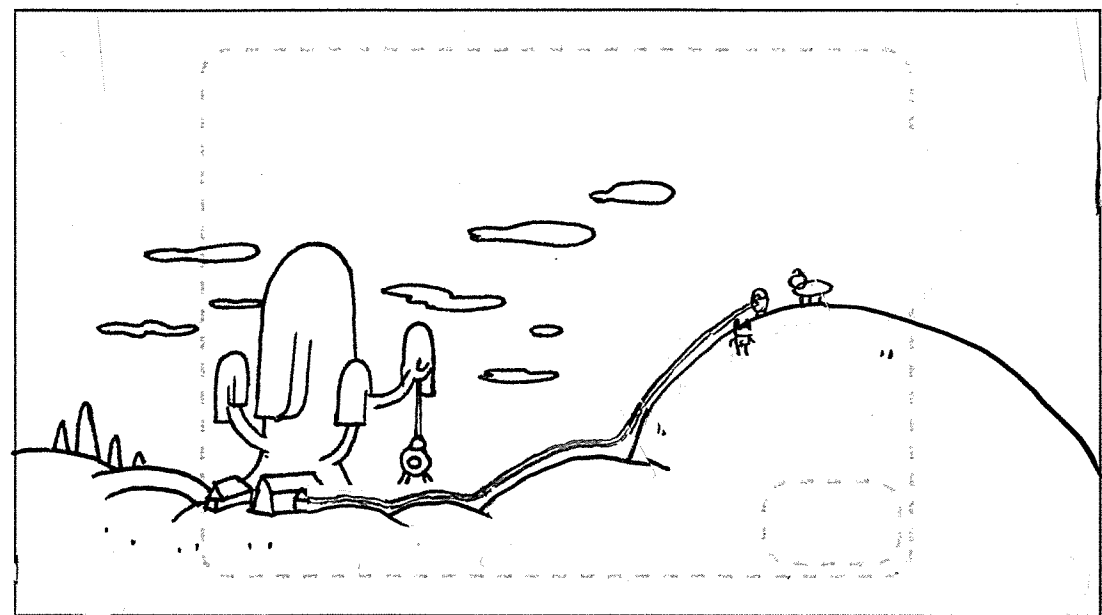
ADVENTURE TIME



Sc. 65 Pnl. E Bg. day night



Sc. Pnl. F Bg. day night



Dialog:

Action:

Timing:

(Jake's arms stretch into house)

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 97 E

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	<p>① Alright horse..</p>	
Action:		
Timing:		

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

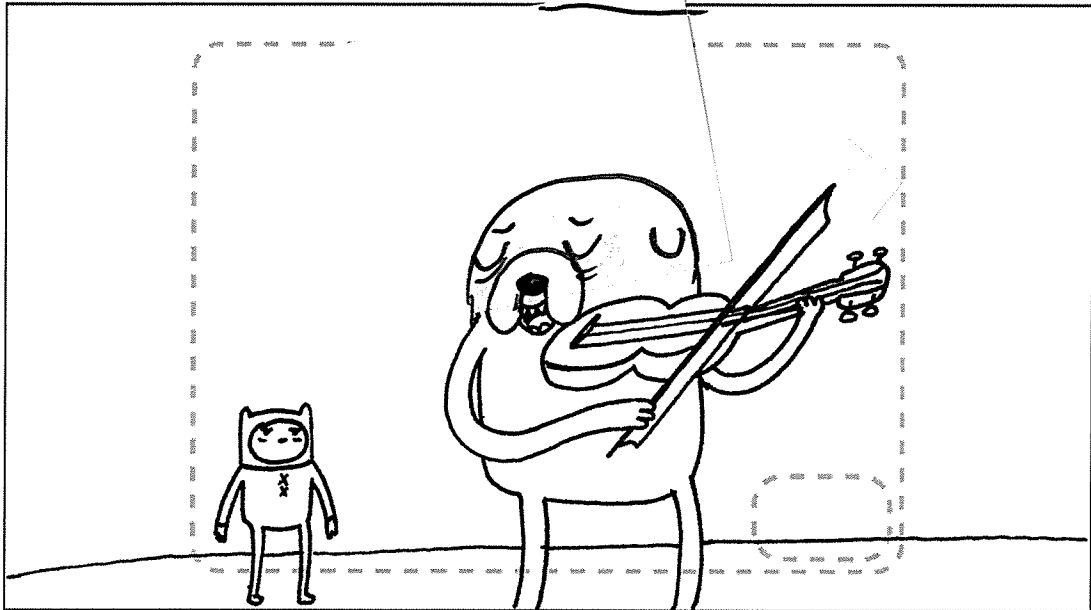


Sc. 77

Pnl. A

Bg.

day night

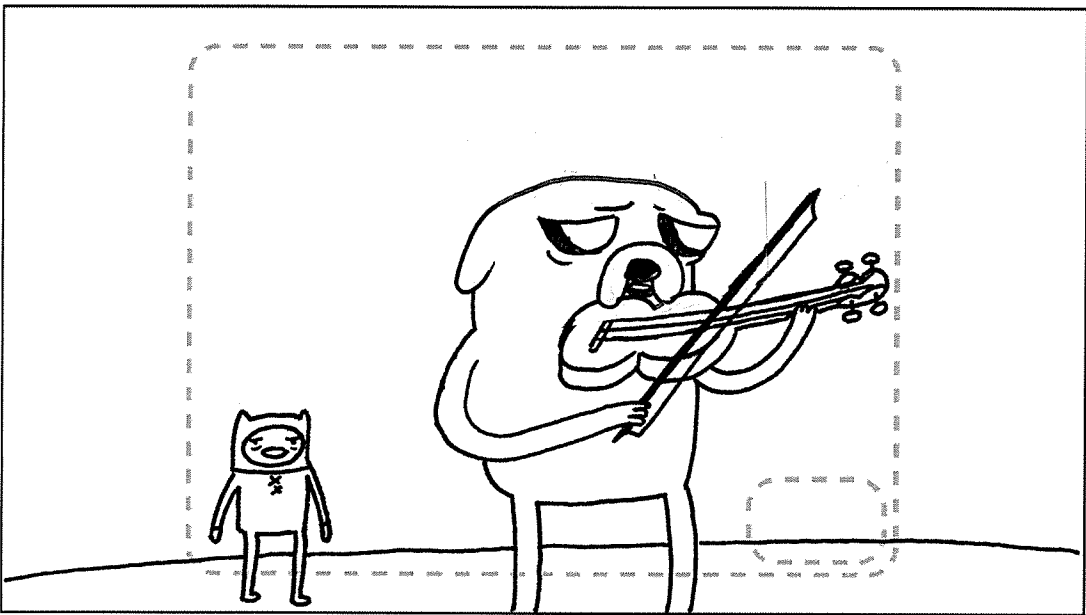


Sc.

Pnl. B

Bg.

day night



Dialog: Jake: prepare to be —

Jake: CURED.

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

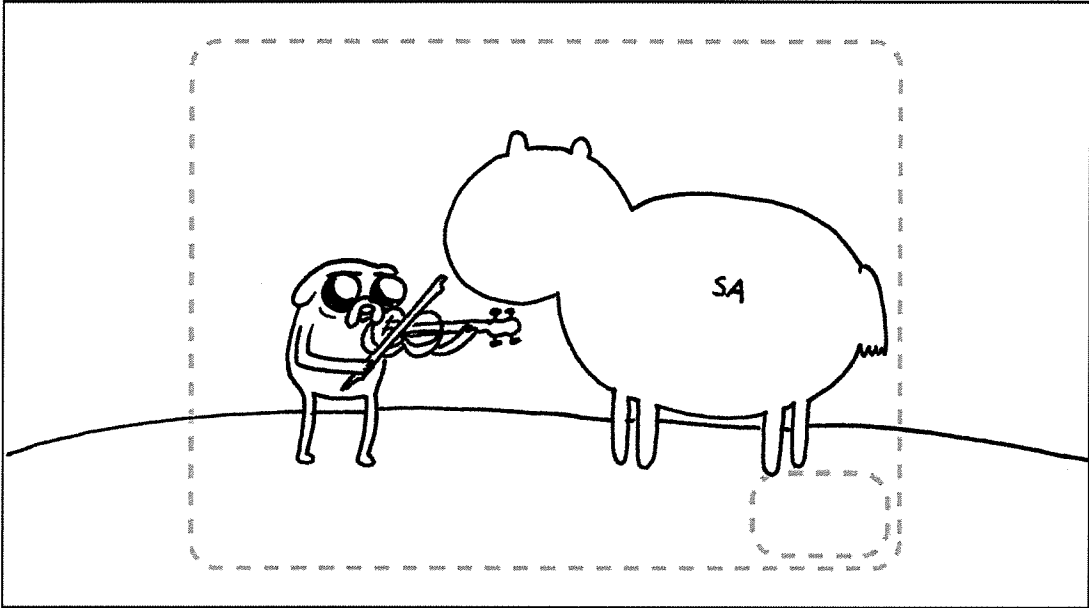


Sc. 78

Pnl. A

Bg.

day night

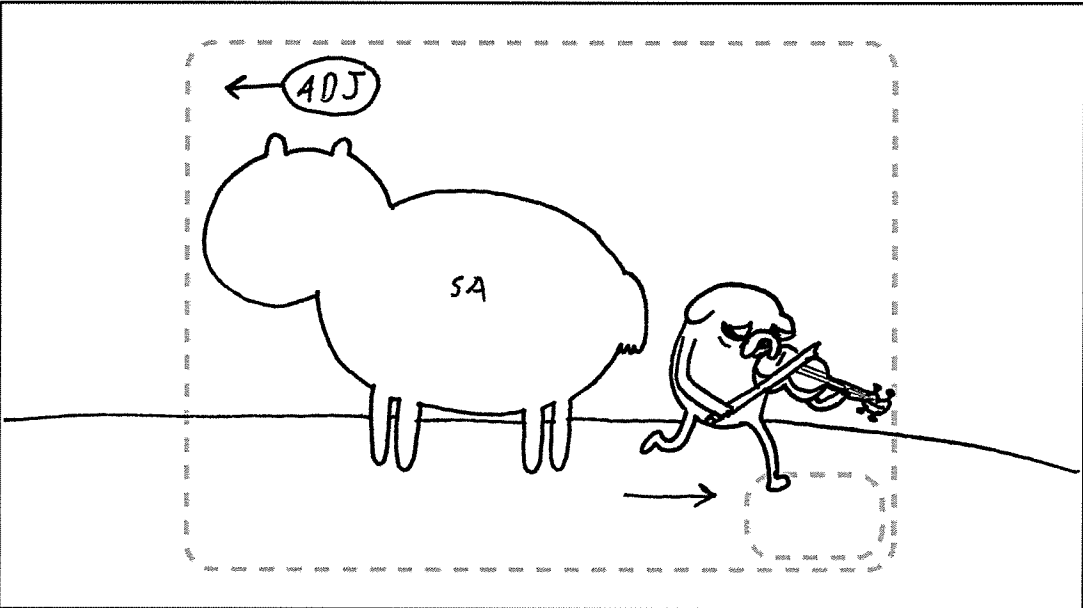


Sc.

Pnl. B

Bg.

day night



Dialog:
Action: (starts playing viola)
Timing:

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



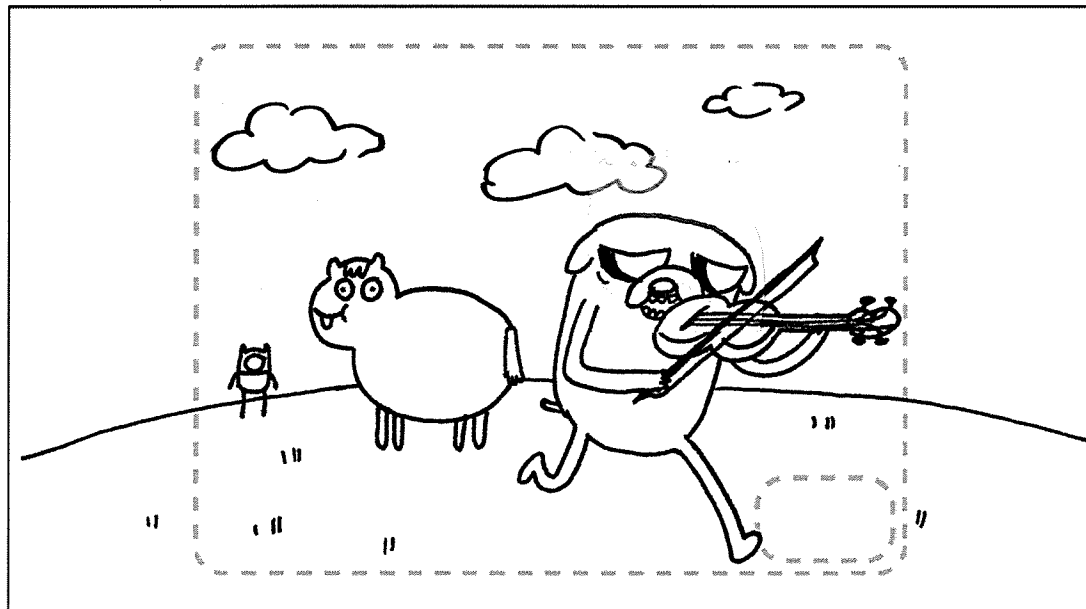
Page 100

Sc. 79

Pnl. A

Bg.

day night

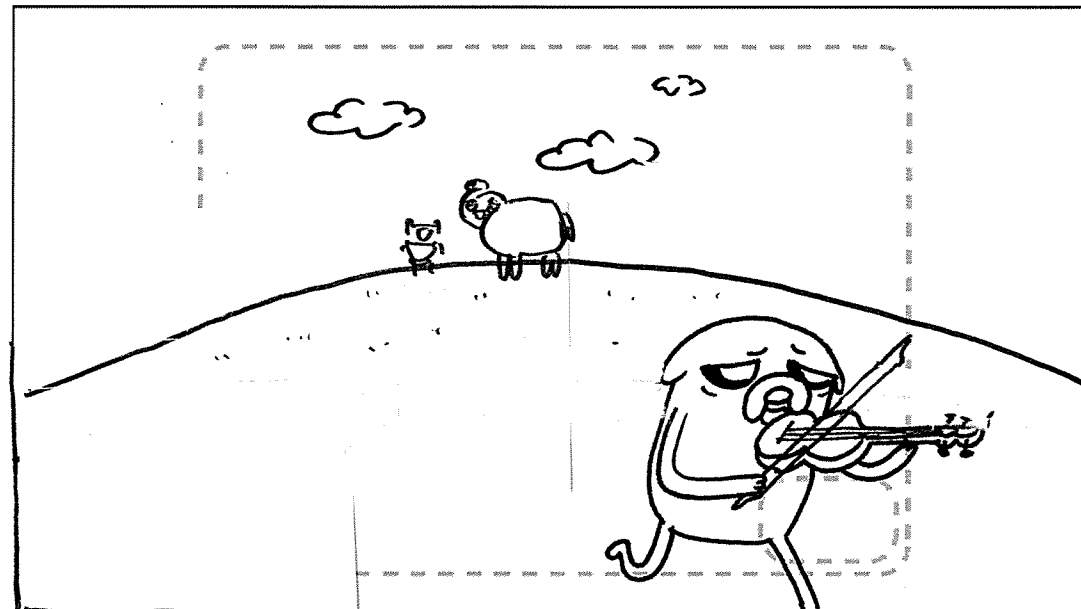


Sc.

Pnl. B

Bg.

day night



Dialog:

Jake: Follow me horsey!! La, La, La...

La La La... La...

Action:

Timing:

100231

EPISODE

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	<div><div>ⓕ JAKE! IT'S NOT LURING!!</div><div>ⓐ lala... come on horsey.</div></div>	<div>ⓑ huh?</div>
Action:		
Timing:		

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	J: hm!	J: so! Beethoven's not gluring enough for you, is it?!
Action:		
Timing:		

100231

EPISODE #

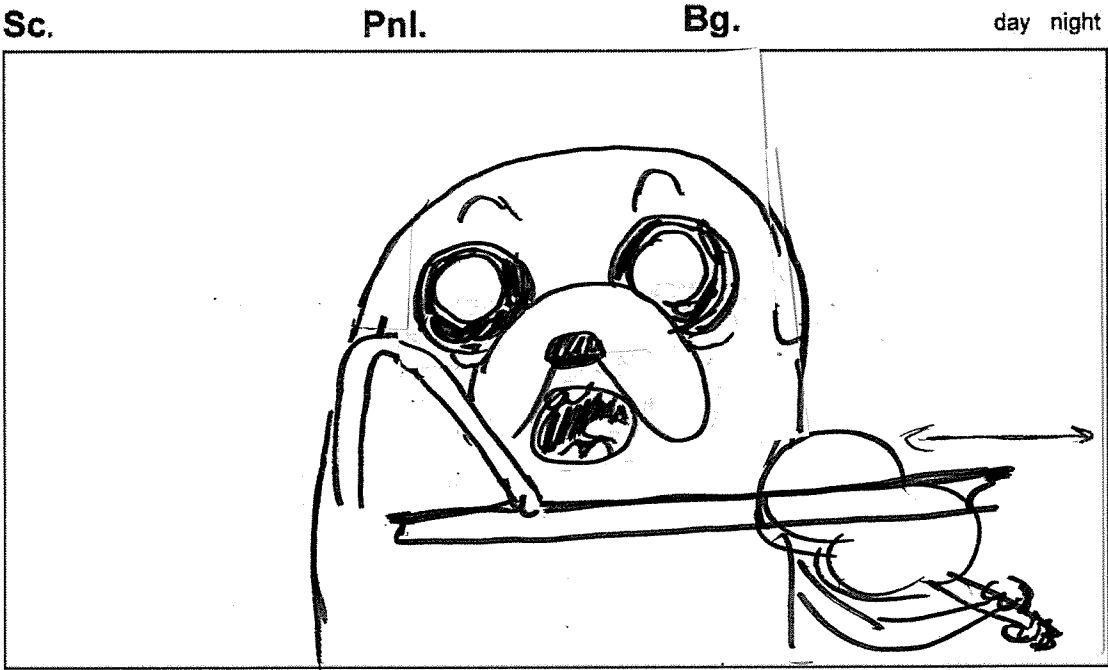
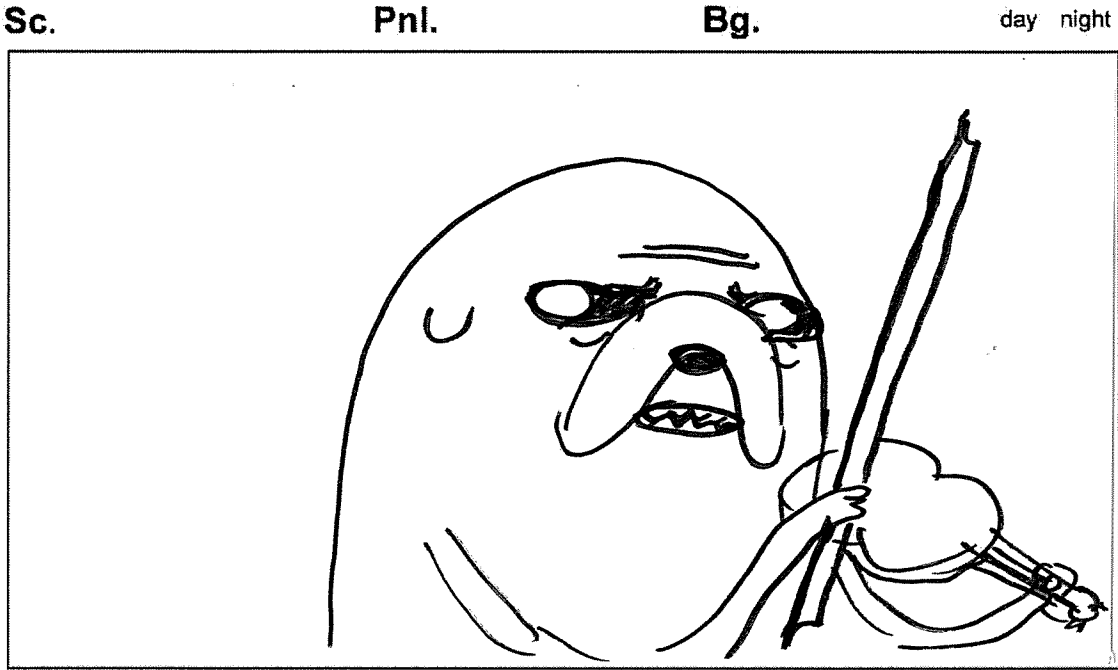
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 101 B



Dialog:
J: well...~~that~~ how about...
~~meat~~

Action:

Timing:

Some mozzart!

* mozzart plays "

100231

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

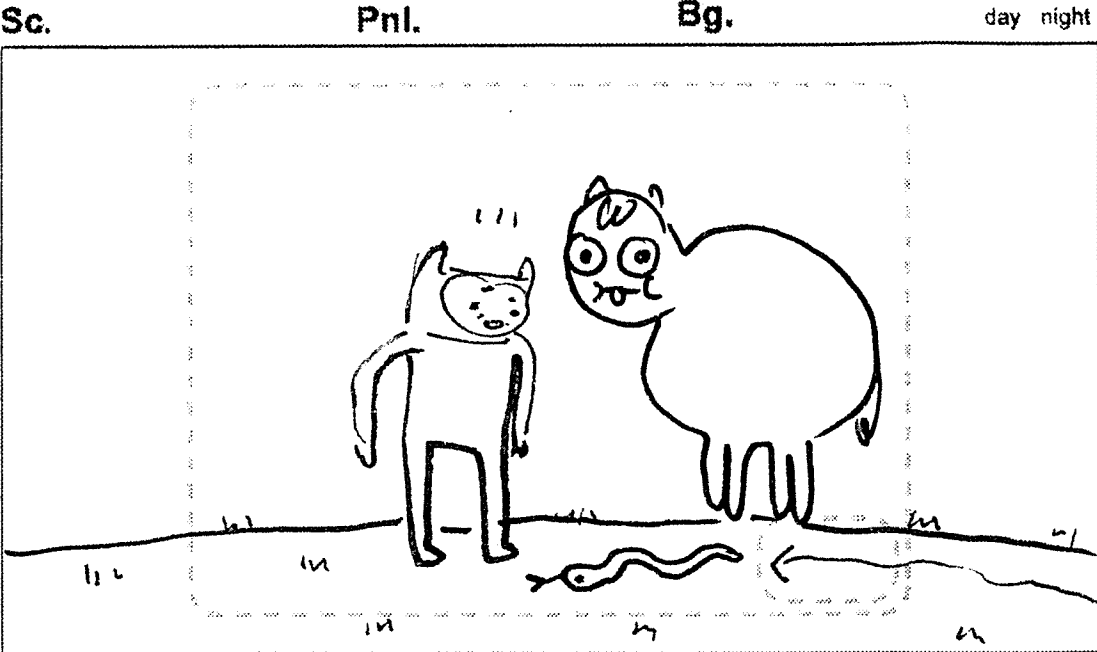
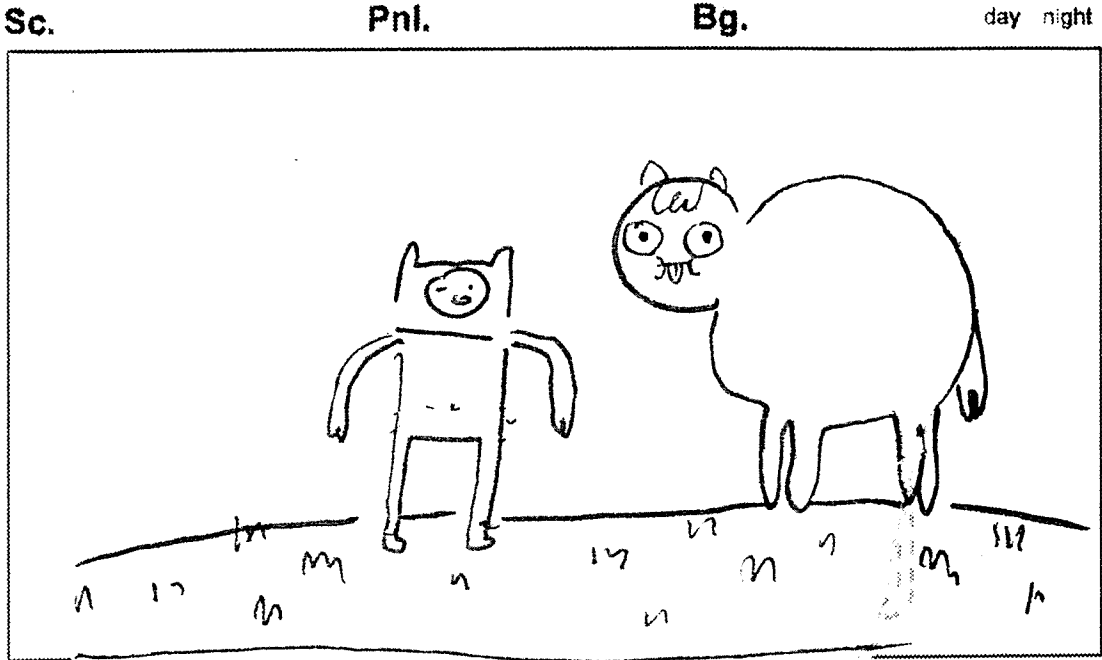
* music continues ~~~~~>*

Action:

Timing:

100231 EPISODE # Production :

ADVENTURE TIME



Dialog:	<p>*WIOCA* ~~~~~></p> <p>F: huh?</p>
Action:	
Timing:	

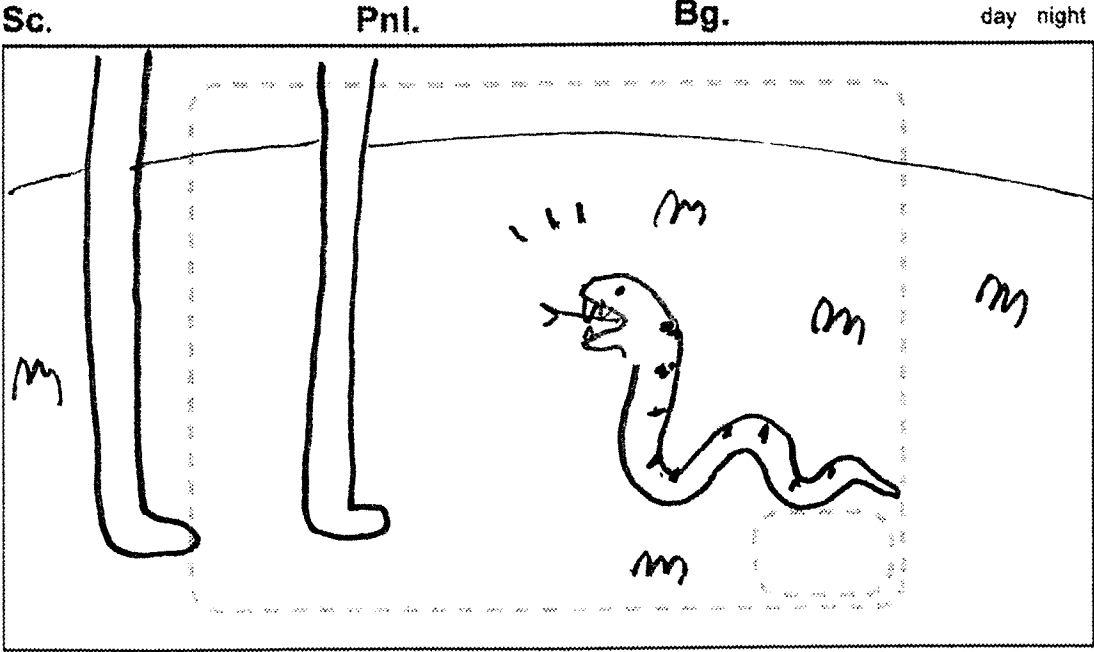
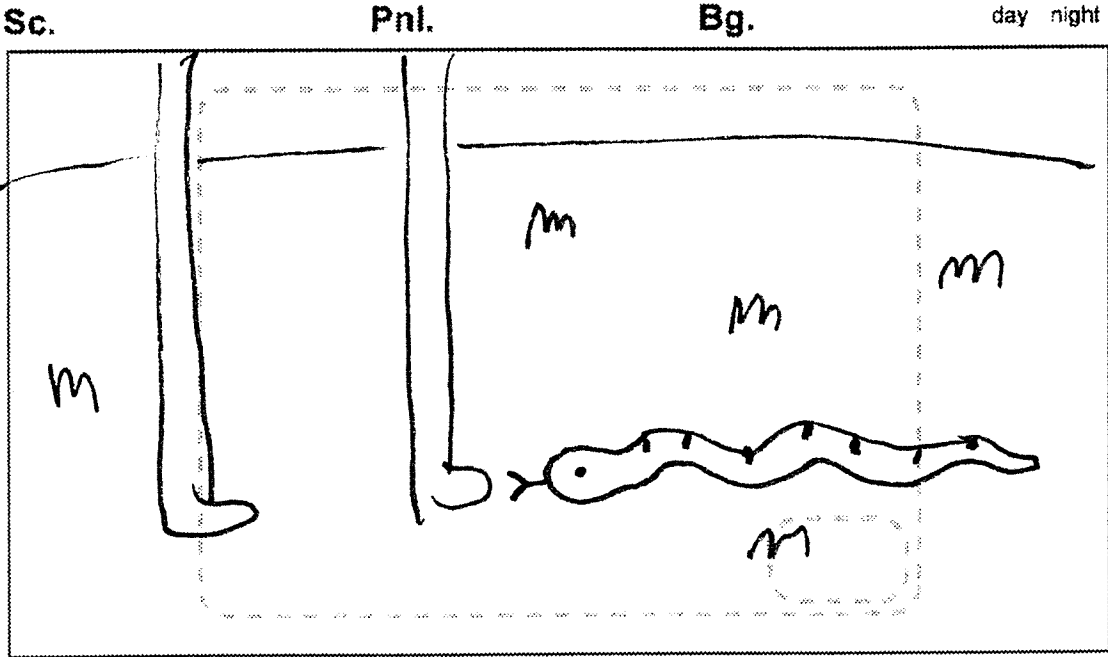
100231

EPISODE #

Production :

© 2009 This material is the property of The Curious Movement, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

viola ~~~~~>

snake: hissss!!!

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	F: AHH!!	F: eeh!!
Action:		
Timing:		

100231
EPISODE #
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

play ang really hard.

100231 EPISODE # Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

Ⓐ to Ⓑ to Ⓐ

100231

EPISODE #

Production :

ADVENTURE TIME



Sc. 80 Pnl. A Bg. day night

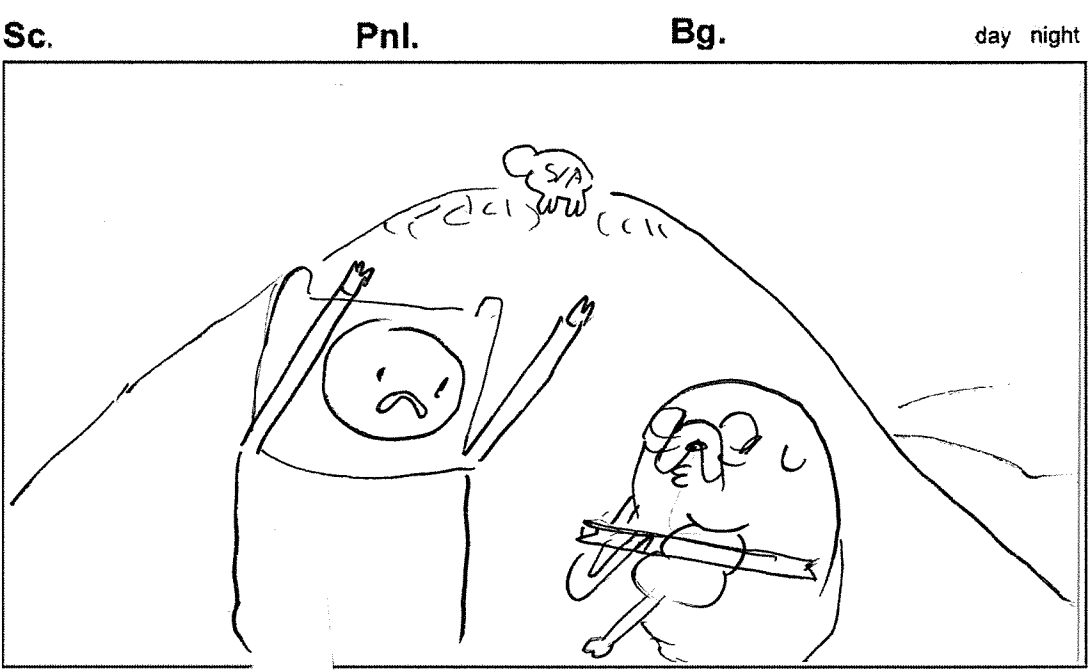
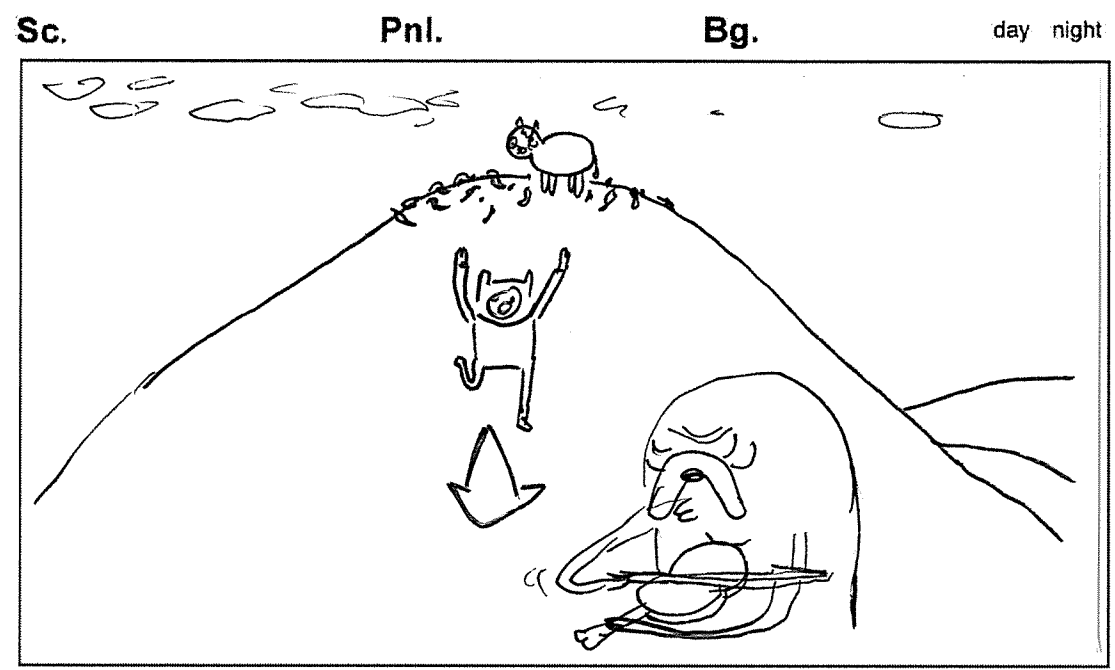
Sc. Pnl. B Bg. day night

Dialo	F: <u>STOP!!</u> <u>YOU'RE LURING SNAKES!!</u>
Action:	
Timing:	

100231
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



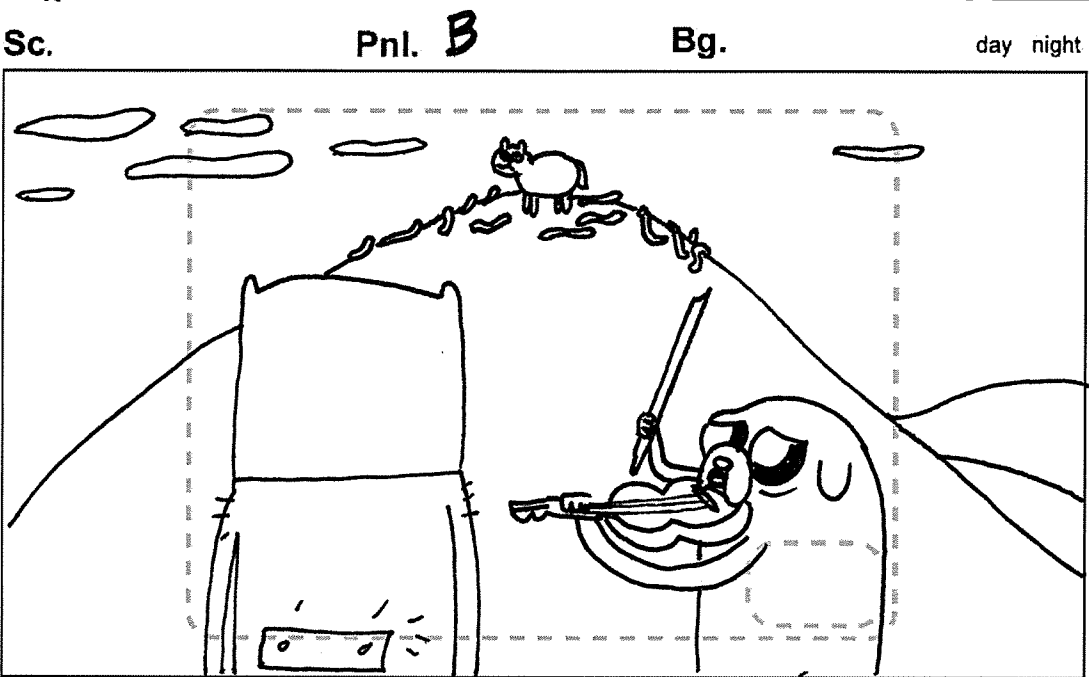
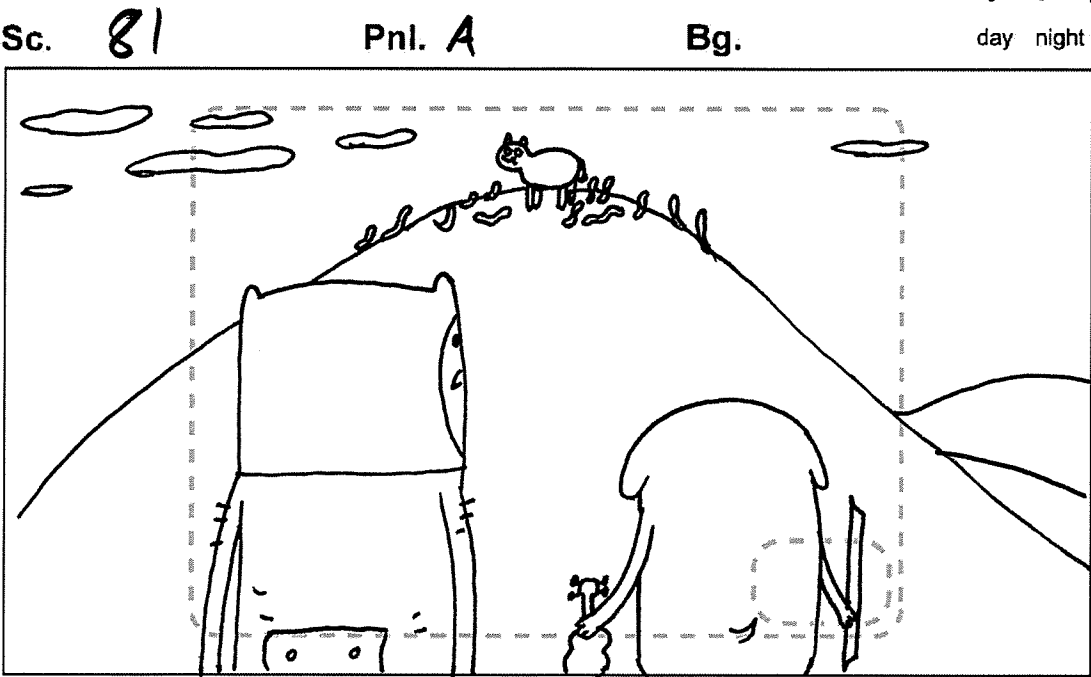
Dialog:	(F) Stop!!	J: hm?
Action:		
Timing:		

100231

EPISODE #

Production :

ADVENTURE TIME



Dialog: (J) oh.... damn..

Action:

Timing:

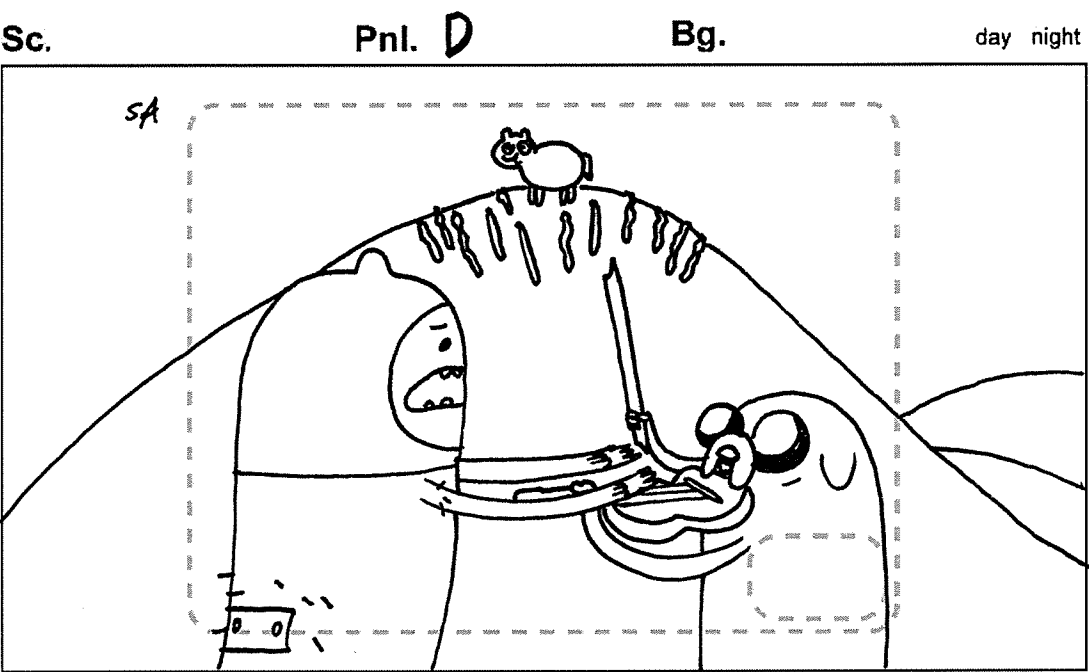
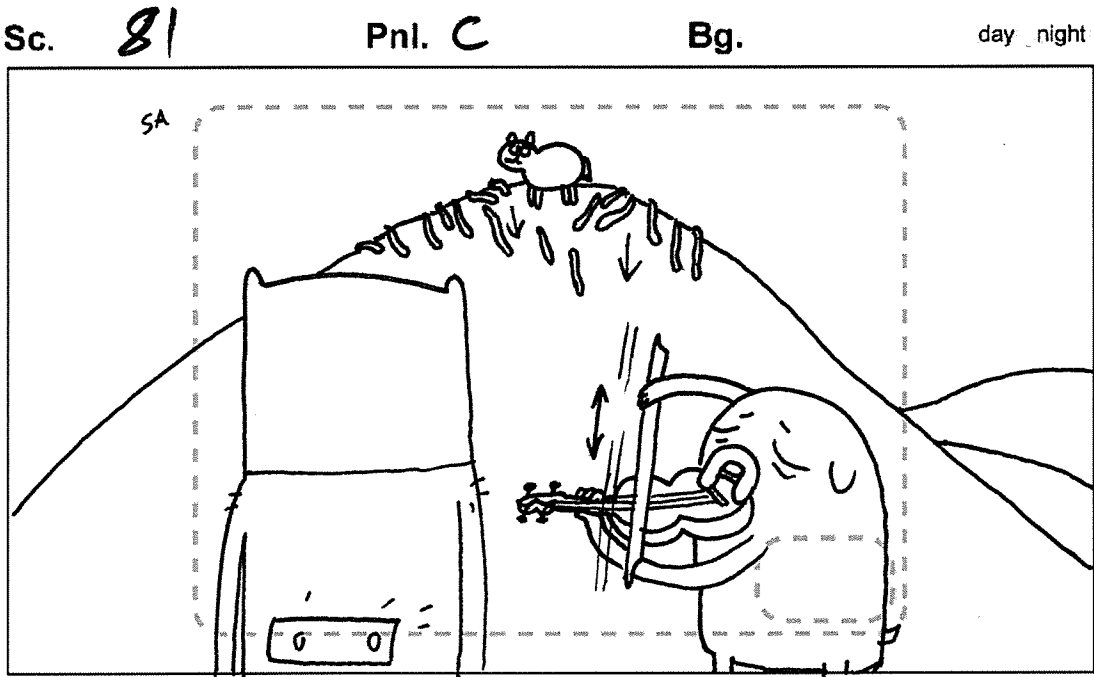
Take: let me try to lure a mongoose..
~~to eat the snakes~~
which is the snakes #1 enemy.

100231

EPISODE #

Production :

ADVENTURE TIME



Dialog:	Finn: stop MAN!!
Action:	(Take plays viola) (snakes come towards viola)
Timing:	

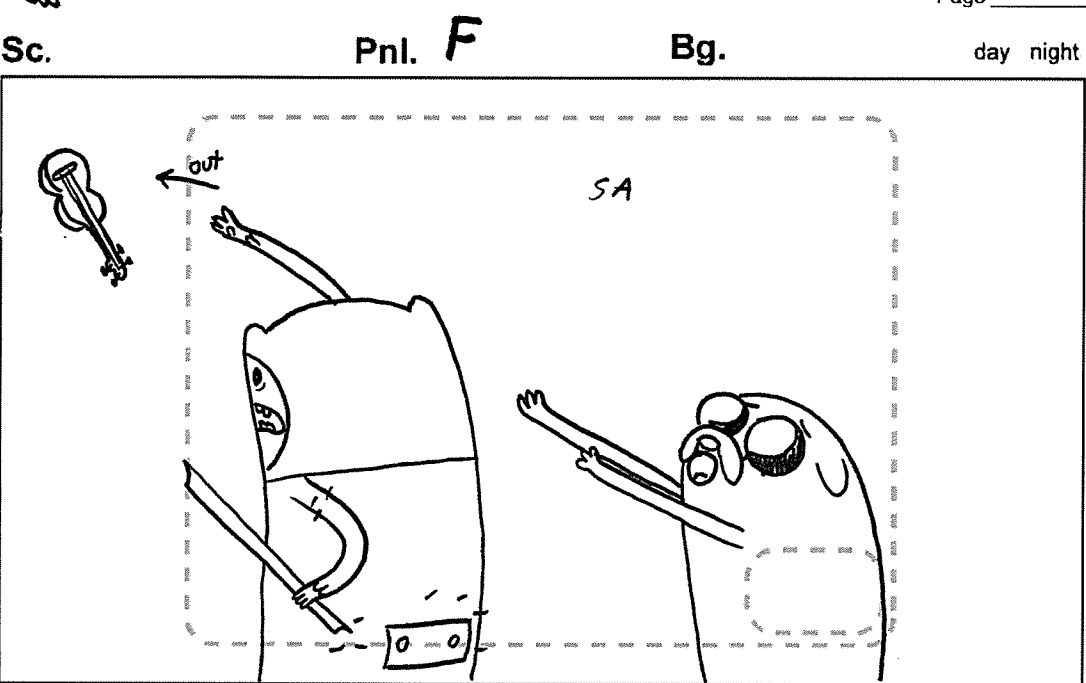
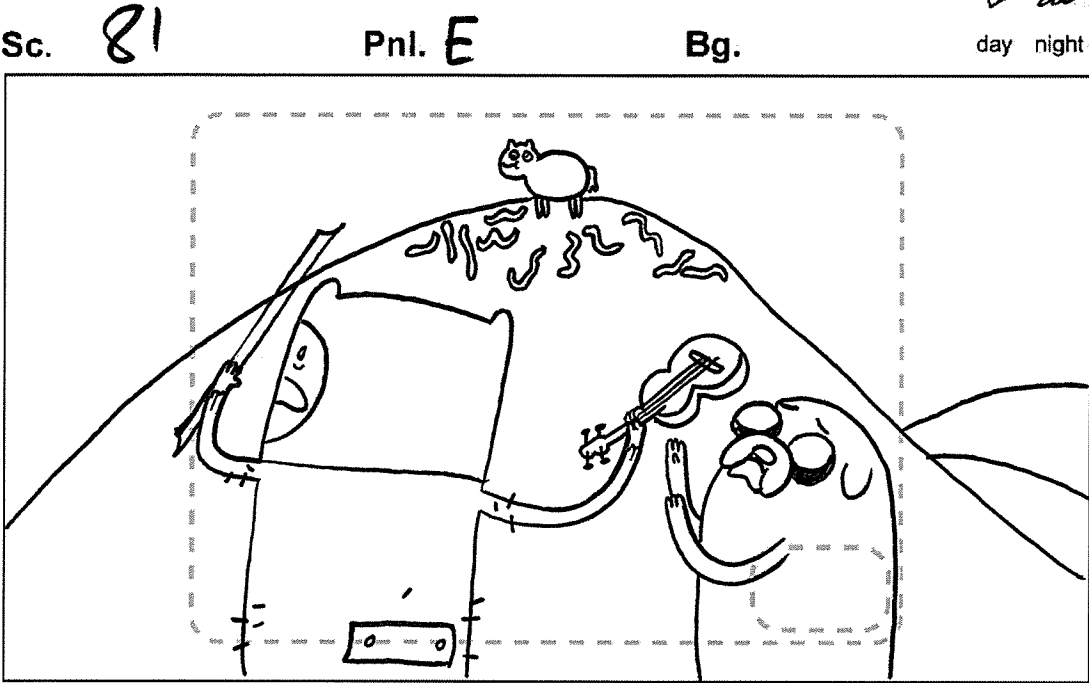
100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	Finn: Ah! Jake: Noo!!
Action:	
Timing:	

100231
EPISODE #
Production :

ADVENTURE TIME



Sc. 81

Pnl. G

Bg.

day night

Sc.

Pnl. H

Bg.

day night

Dialog:

Finn: Ah!

Jake: Ah!

Action:

Timing:

Take: * sigh *

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

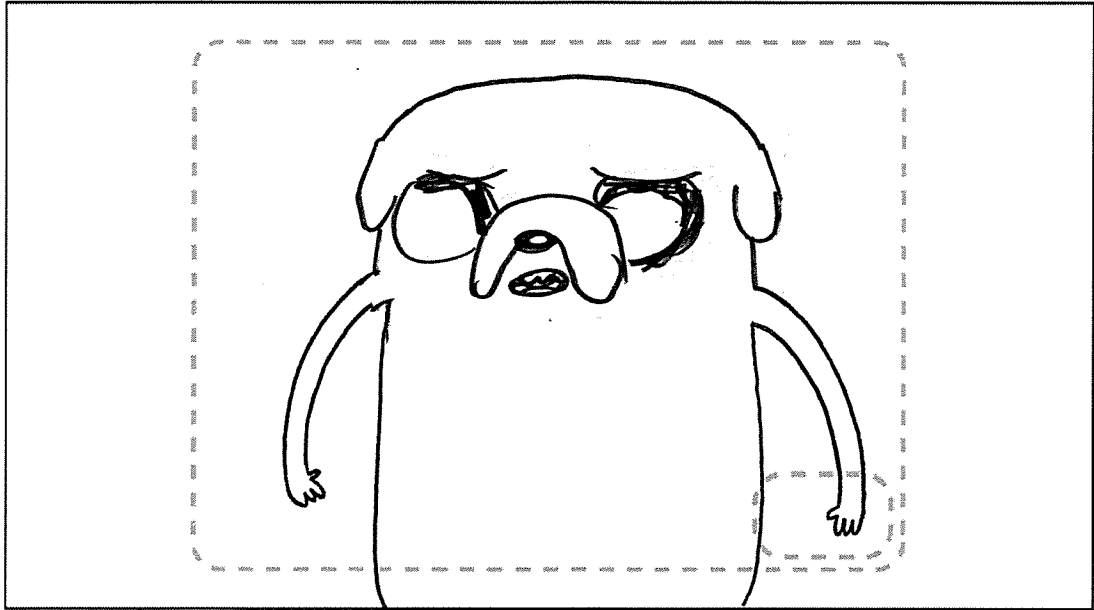


Sc. 82

Pnl. A

Bg.

day night

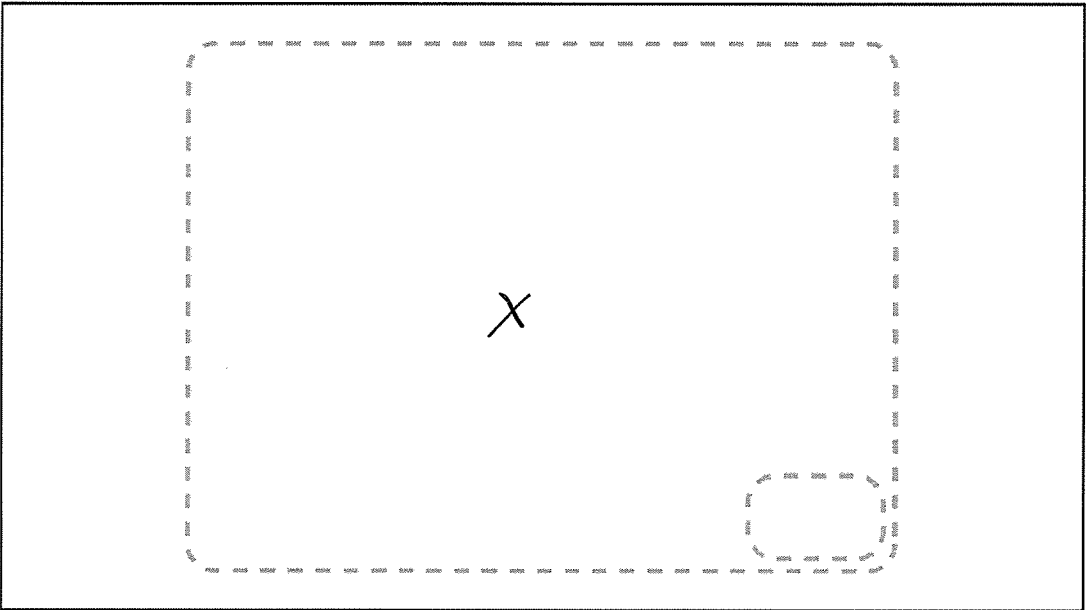


Sc.

Pnl.

Bg.

day night



Dialog:

O. Dude...

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 82 Pnl. B Bg. day night

Sc. 83 Pnl. A Bg. day night

Dialog: (5) Let's kill the horse.

Action:

Timing:

(F!) WHAT?!

100231

EPISODE #

Production :

ADVENTURE TIME



Page 118A

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(J:) I'M SO TIRED FINN!!	(F:) NO MAN! WERE NOT KILLING THA HORSE!!
Action:		
Timing:		

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



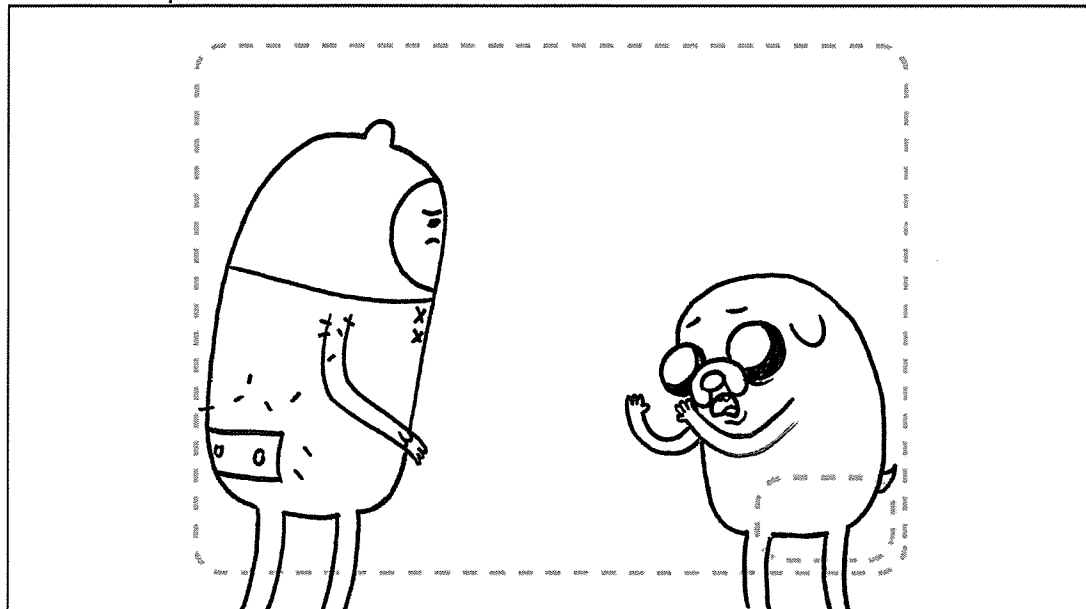
Page 119

Sc. 84

Pnl. A

Bg.

day night

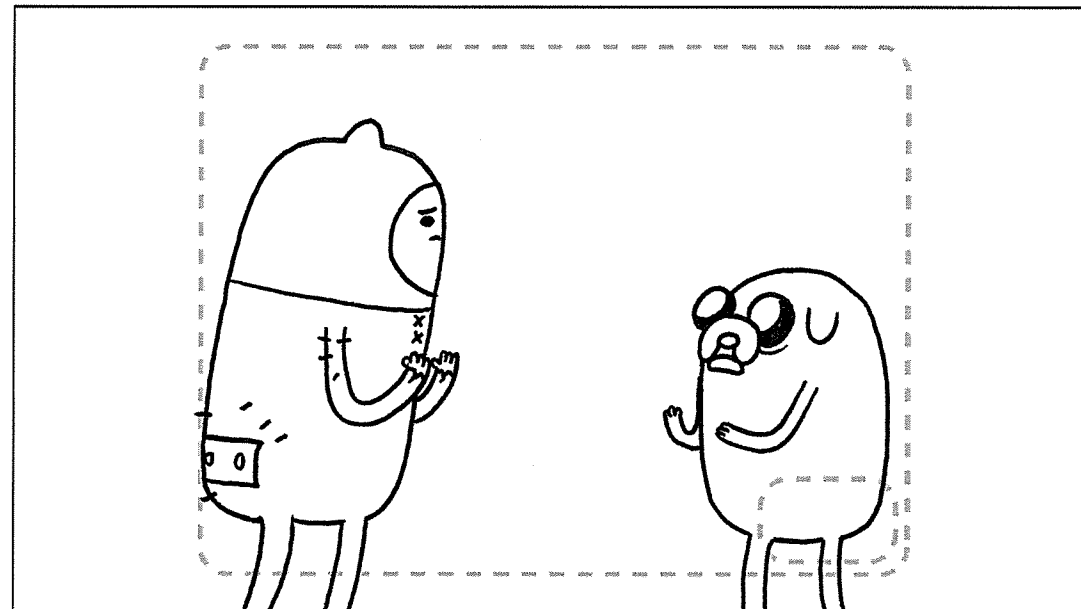


Sc.

Pnl. B

Bg.

day night



Dialog: Jake: Okay.

Jake: We won't kill the horse.

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 85 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	We'll dress him up like a bunny.	HA HA!!
Action:		
Timing:		

10021

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

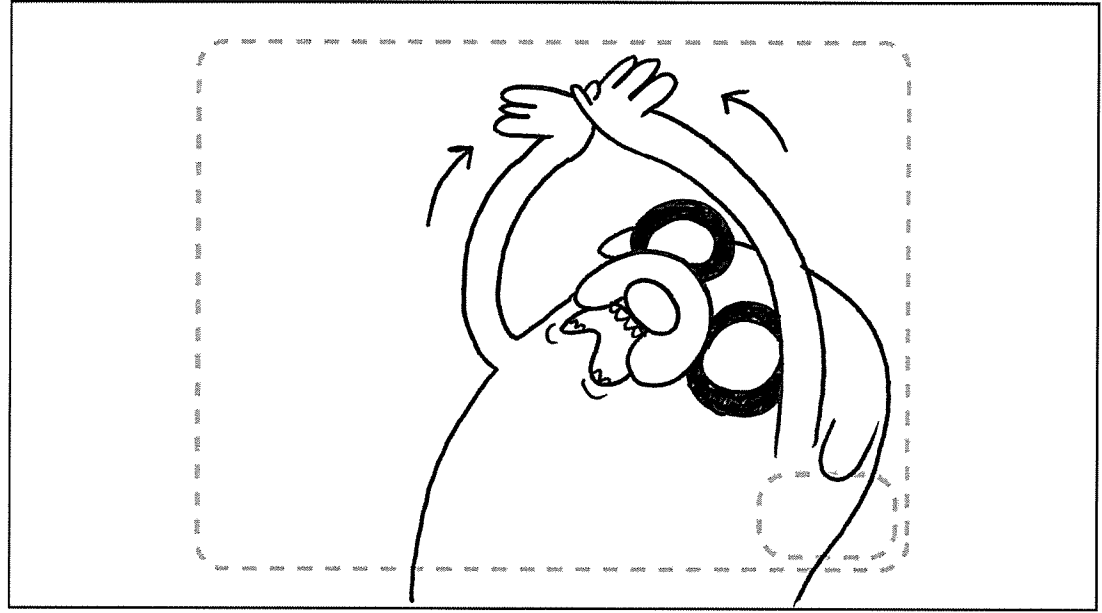


Sc. 85

Pnl. C

Bg.

day night

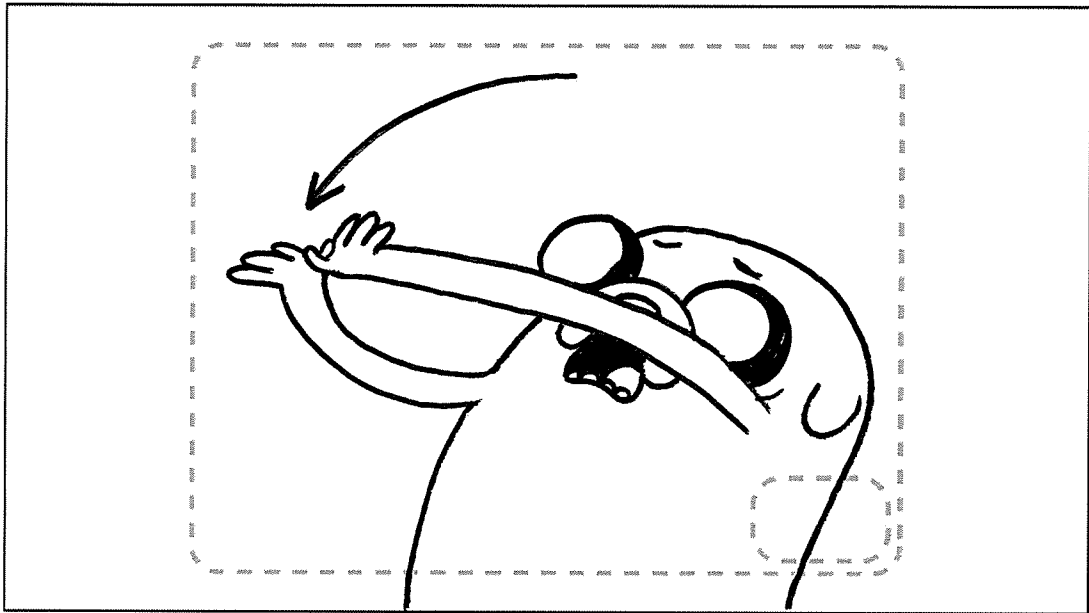


Sc.

Pnl. D

Bg.

day night



Dialog:

and get a giant hawk...

KA WWWW!!!

Action:

Timing:

100201

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 85 Pnl. E Bg. day night

Sc. Pnl. F Bg. day night

Dialog:	(beat)	to kill him!!
Action:		
Timing:		

100231
EPISODE #
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



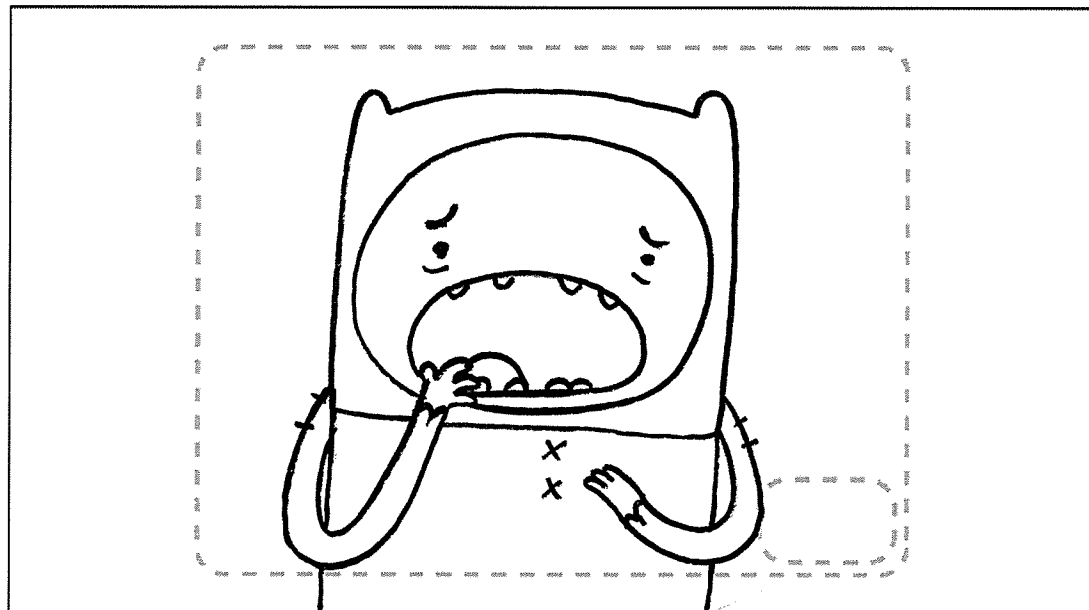
Page 123

Sc. 86

Pnl. A

Bg.

day night

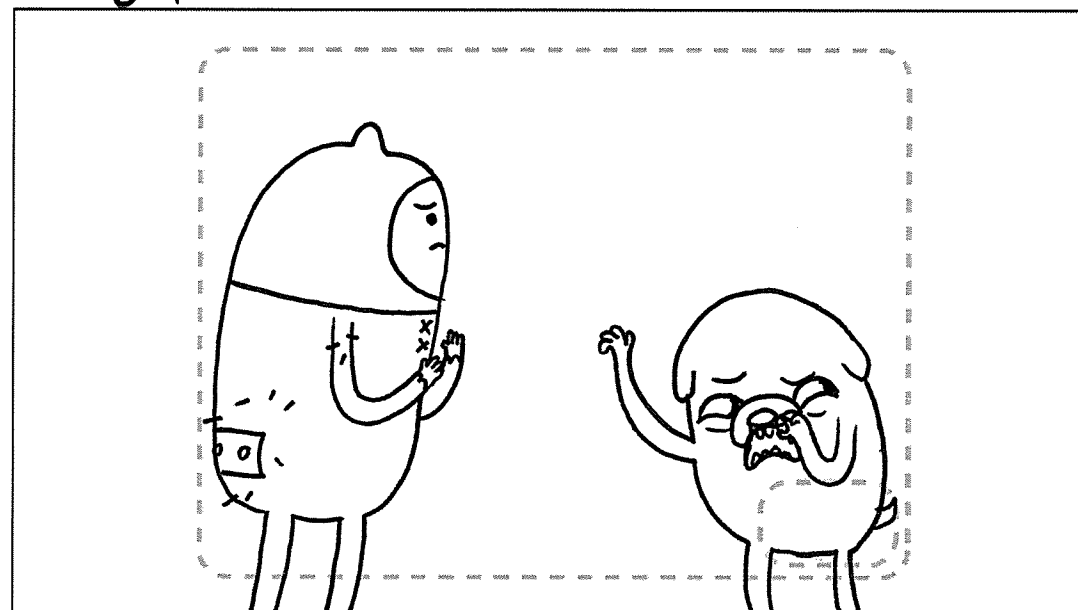


Sc. 87

Pnl. A

Bg.

day night



Dialog:

WHA?!

Jake: Awr!!

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

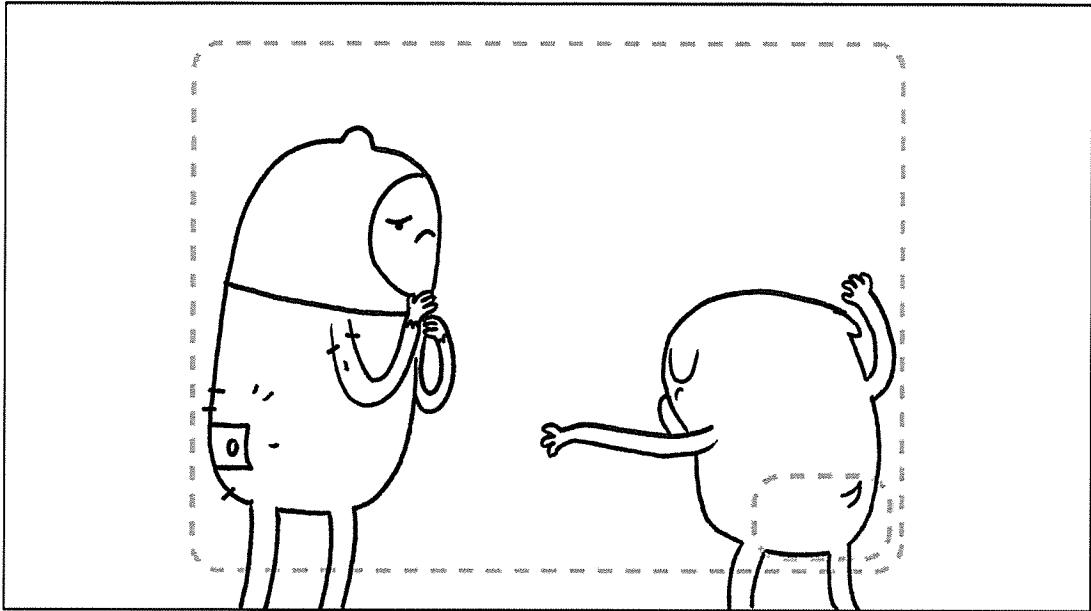


Sc. 87

Pnl. B

Bg.

day night

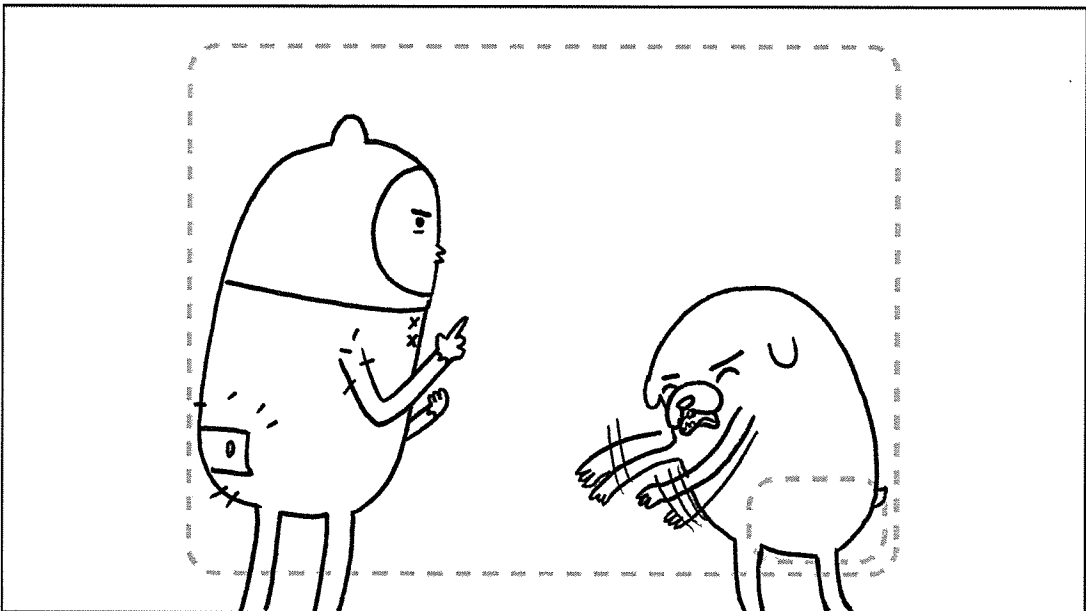


Sc.

Pnl. C

Bg.

day night



Dialog:
Jake: Awwgk!!

Jake: Ahhh!!
Finn: No!

Action:

Timing:

100201

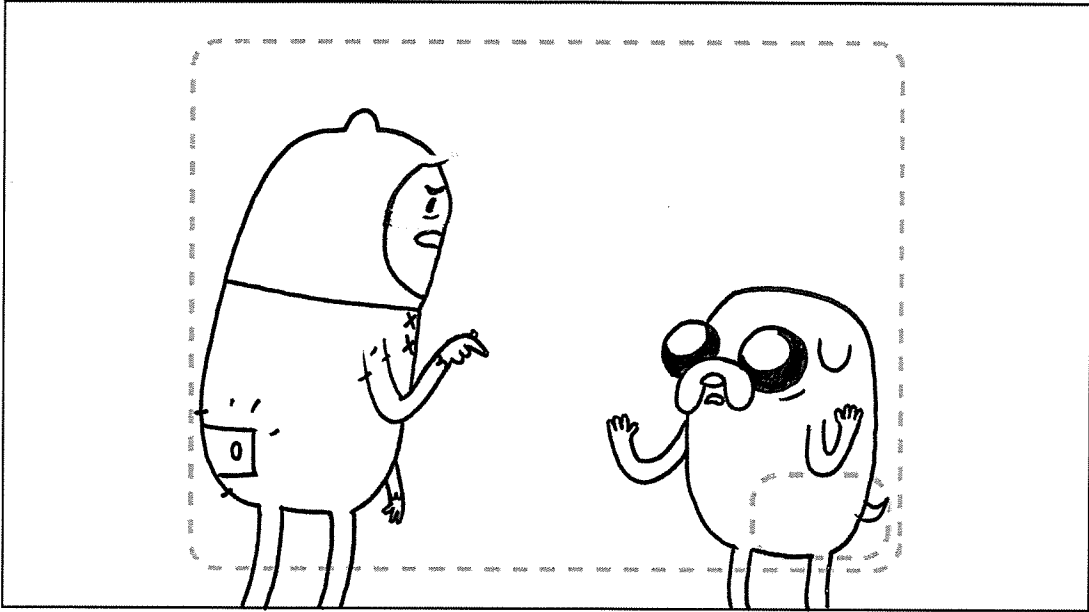
EPISODE #

Production :

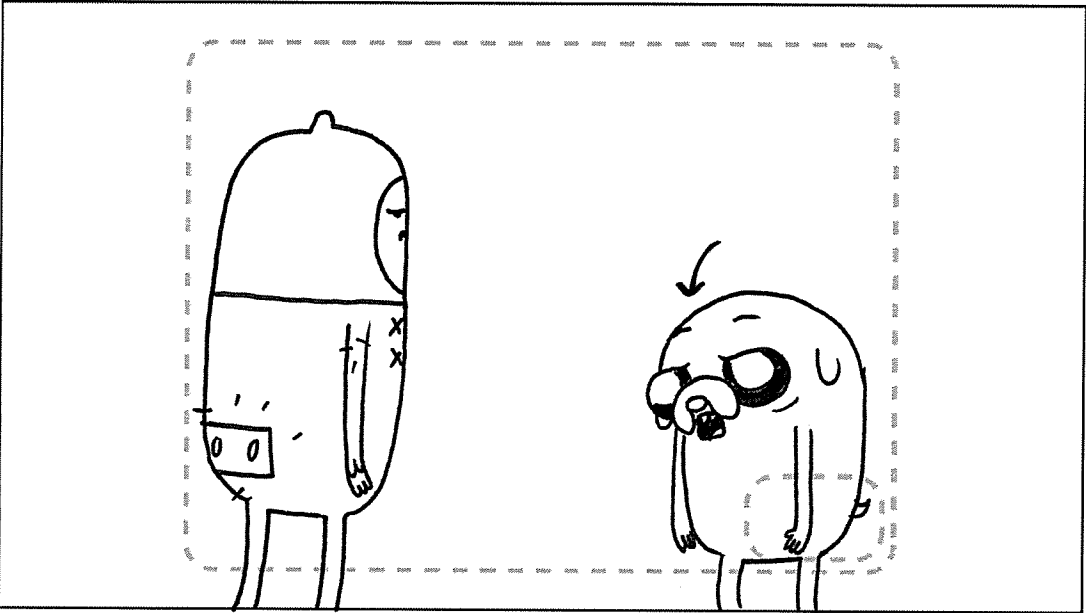
ADVENTURE TIME



Sc. 87 Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



Dialog:	Finn: No man thst's wrong!!	Jake: eh..
Action:		
Timing:		

10021

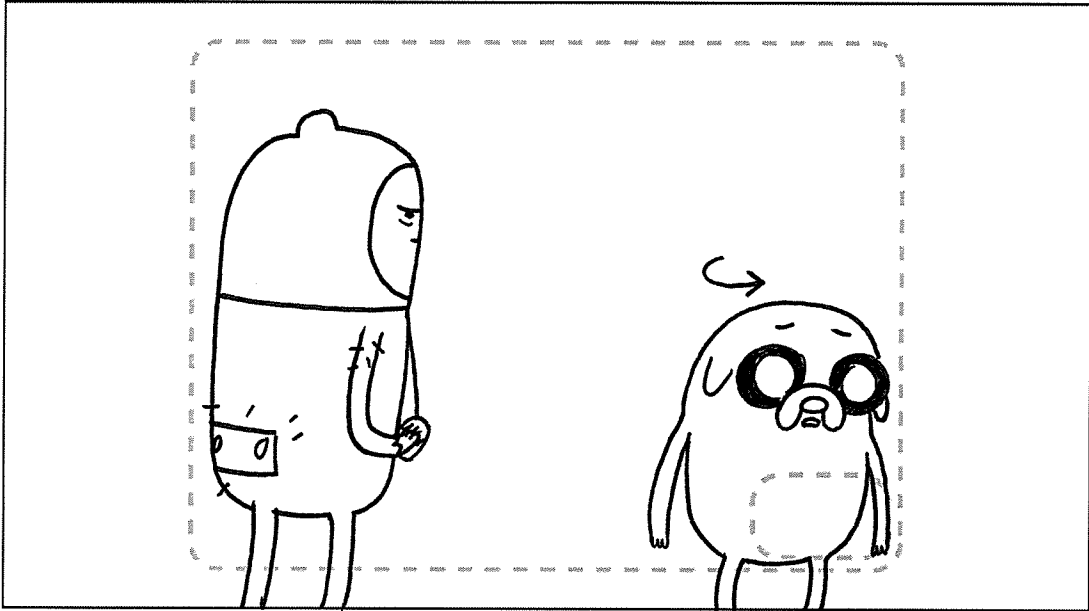
EPISODE #

Production :

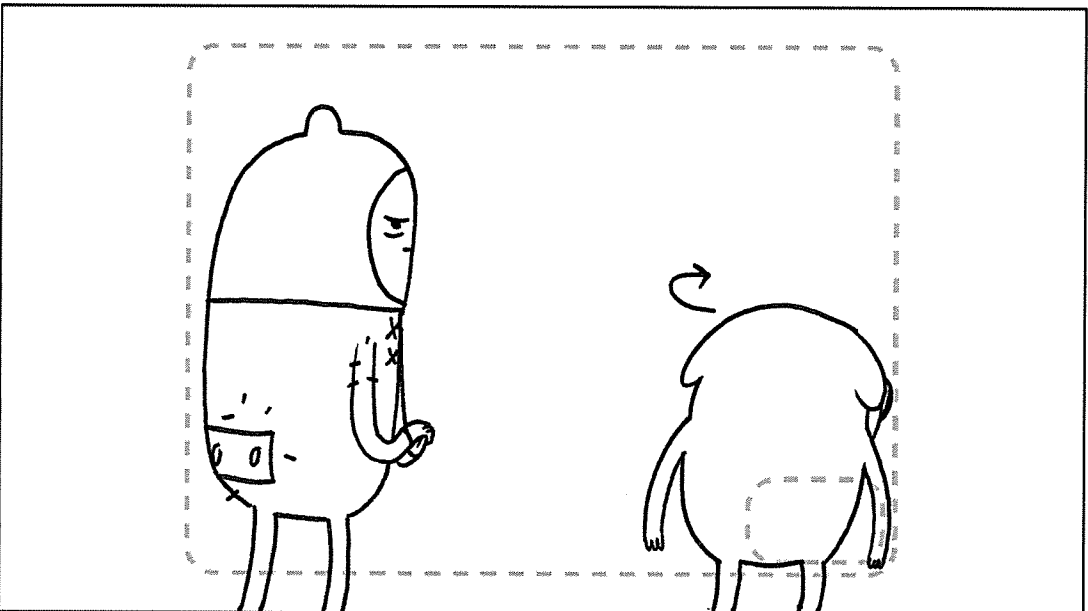
ADVENTURE TIME



Sc. 87 Pnl. F Bg. day night



Sc. Pnl. G Bg. day night



Dialog:
Action:
Timing:

100231
EPISODE #
Production :

ADVENTURE TIME

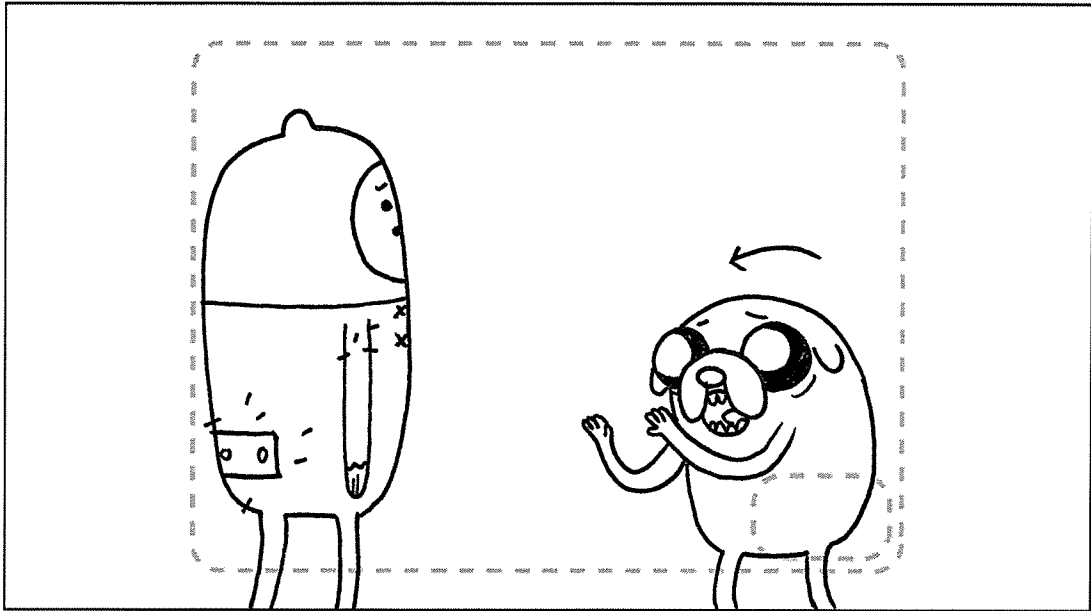


Sc. 87

Pnl. H

Bg.

day night

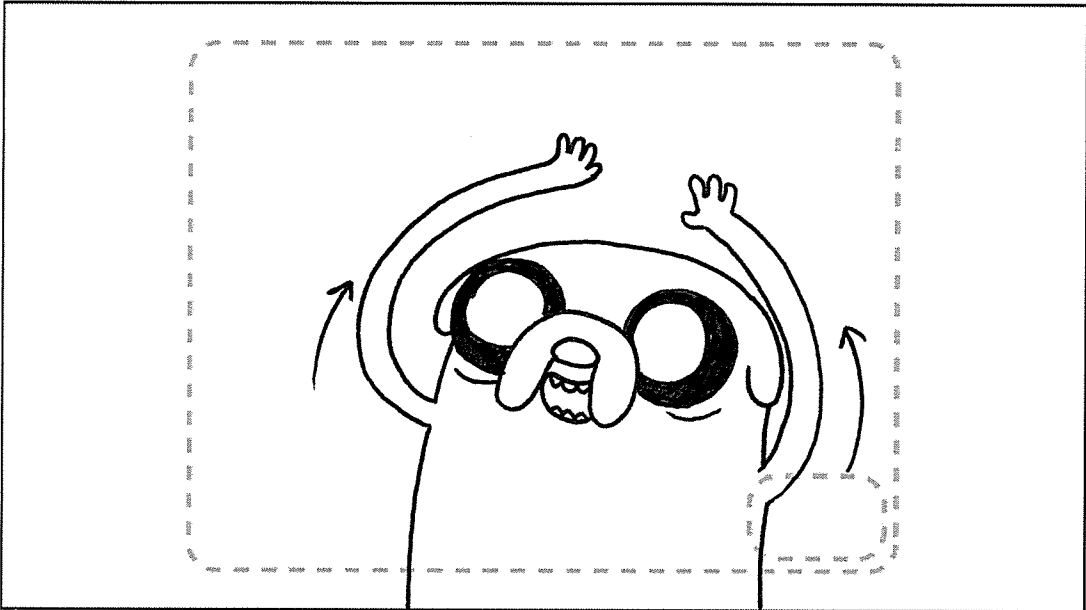


Sc. 88

Pnl. A

Bg.

day night



Dialog: Jake: Did I say that the hawk
would kill him?

I meant that the hawk

Action:

Timing:

100201

EPISODE #

Production :

ADVENTURE TIME



Sc. 88 Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:	J: would swoop down	gently and take him away
Action:		
Timing:		

100231
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 88 Pnl. D Bg. day night

Sc. Pnl. E Bg. day night

Dialog: to a land of

sunshine and love stuff..

Action:

Timing:

EPISODE # 100201

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 88 Pnl. F Bg. day night

Sc. Pnl. G Bg. day night

Dialog:	and take —	CARE or hum...
Action:		
Timing:		

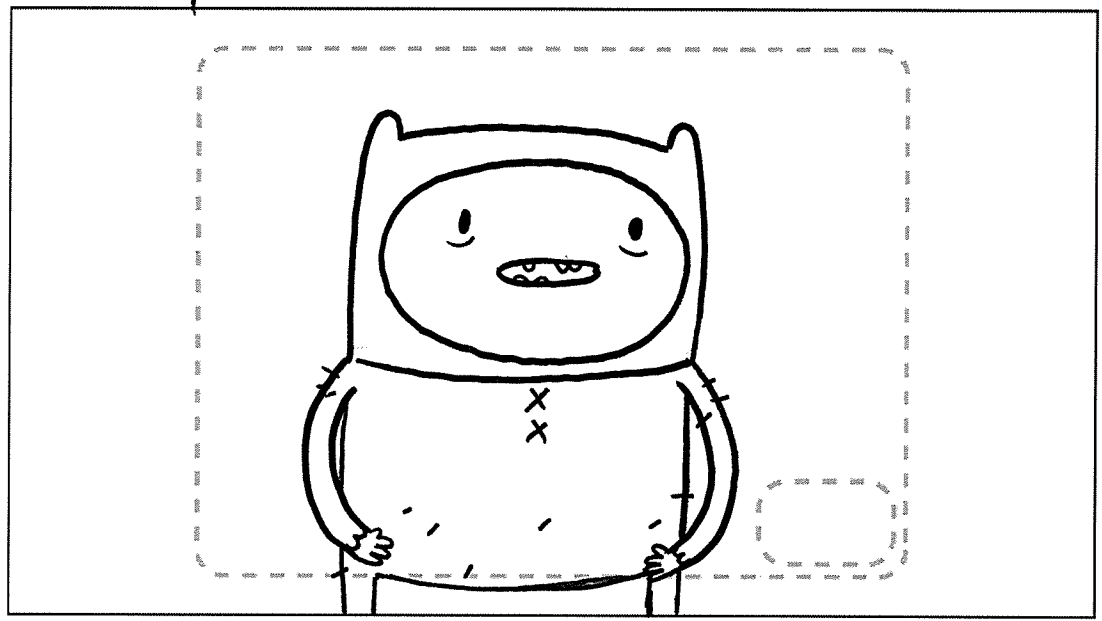
100231
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

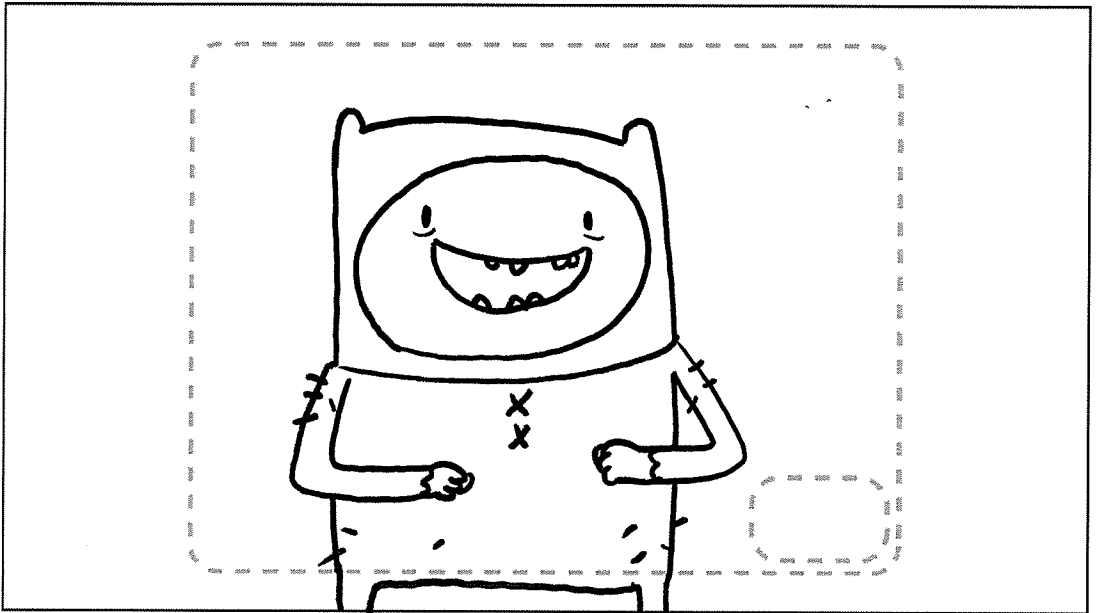
ADVENTURE TIME



Sc. 89 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	(F:) woh..	that sounds awesome!
Action:		
Timing:		

EPISODE # 10021
Production :

ADVENTURE TIME



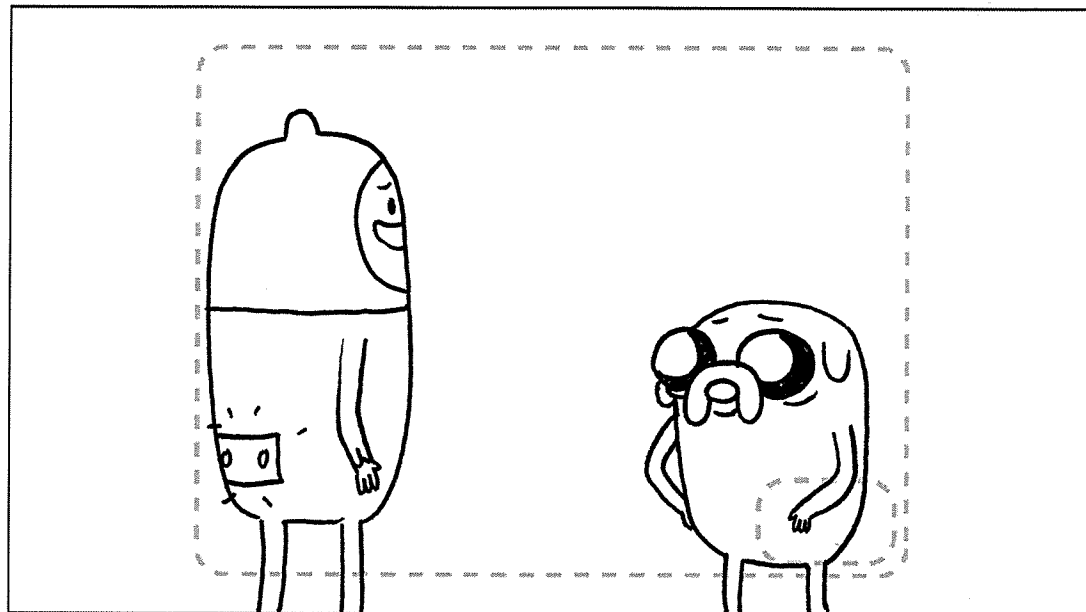
Page 132 → 134

Sc. 90

Pnl. A

Bg.

day night

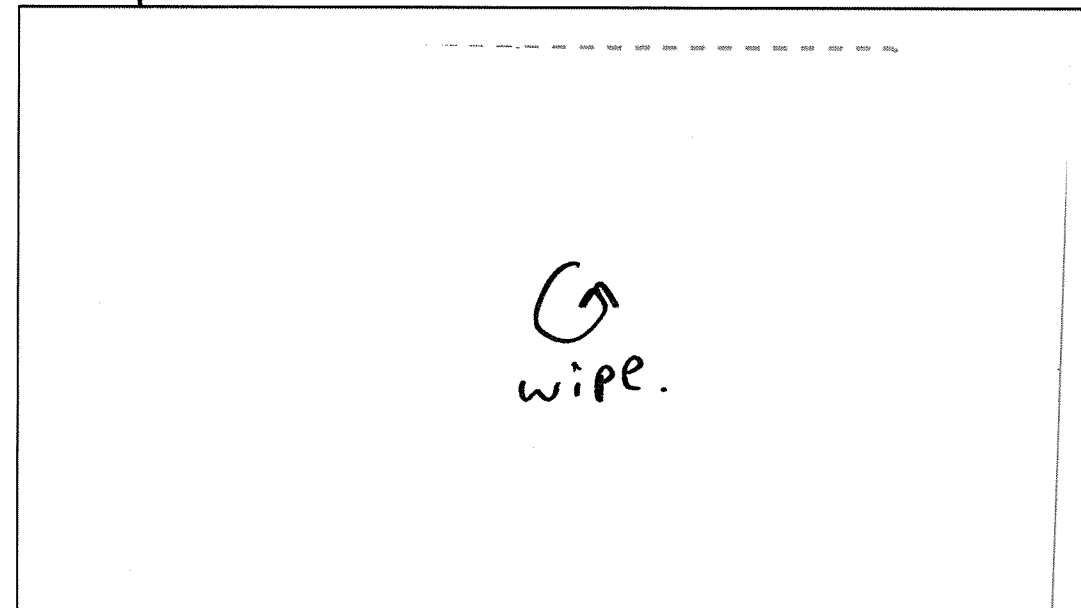


Sc. 91

Pnl. A

Bg.

day night



Dialog:

(F!) yeah... that sounds great!
let's do that!

Action:

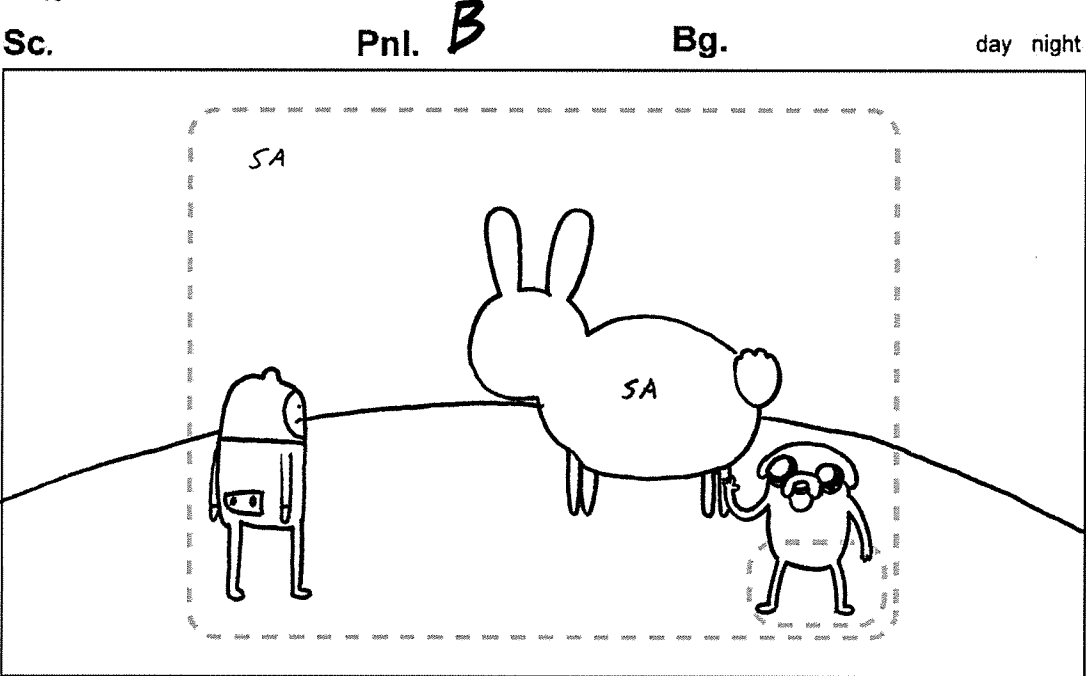
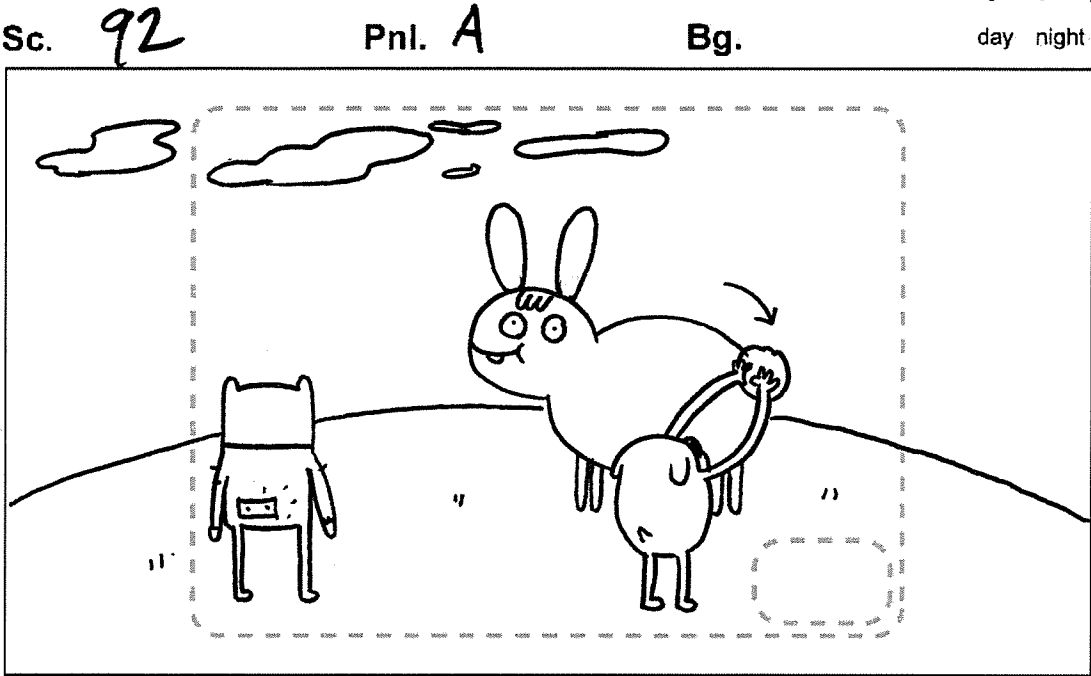
Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



Dialog:	Jake: what do you think?
Action:	(Jake puts bunny tail on horse)
Timing:	

10021
EPISODE #
Production :

ADVENTURE TIME



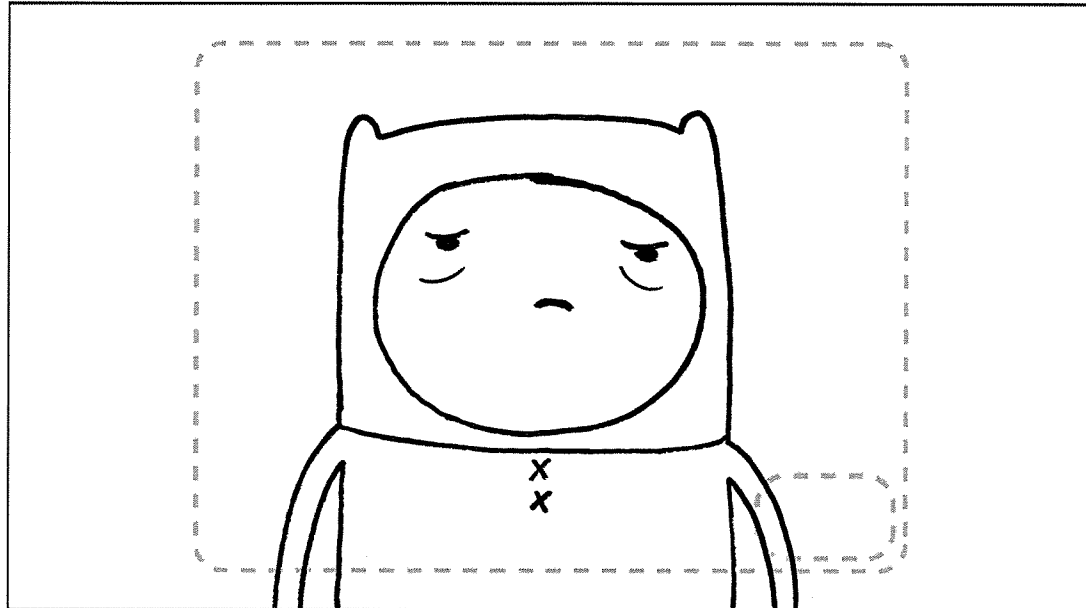
Page 135

Sc. 93

Pnl. A

Bg.

day night

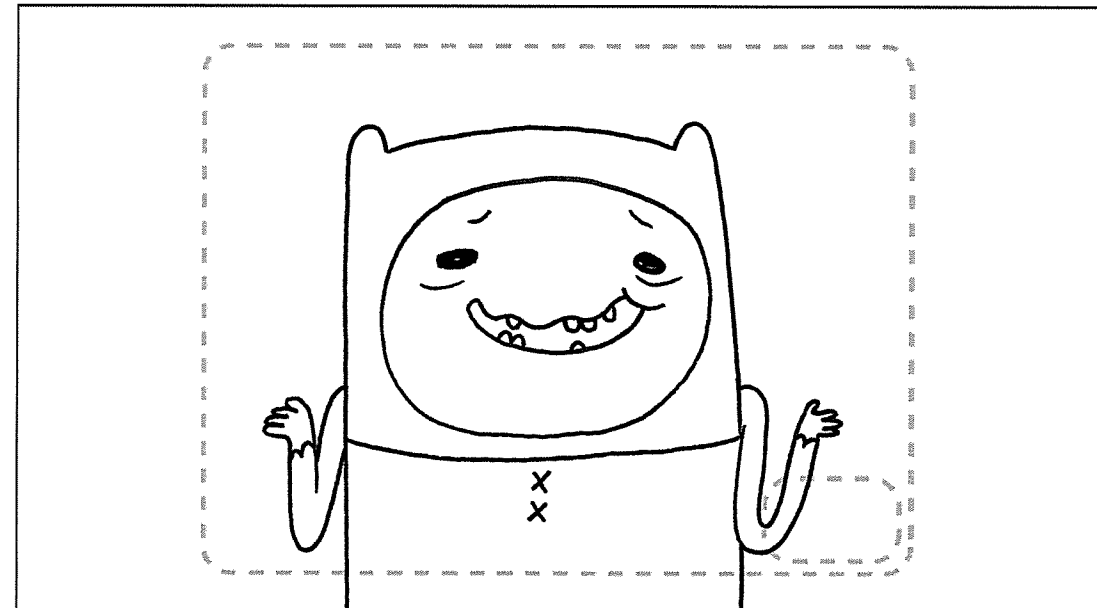


Sc.

Pnl. B

Bg.

day night



Dialog:

Looks like a bunny.

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 94 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:
Action: (whistle)
Timing:

100231 EPISODE # Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

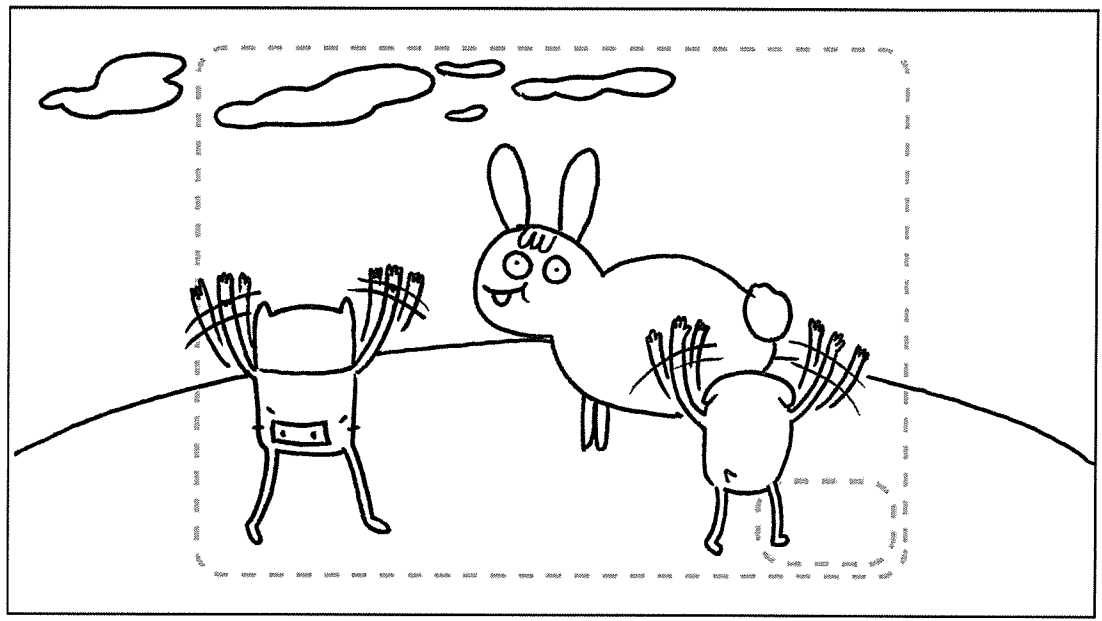


Sc. 95

Pnl. A

Bg.

day night

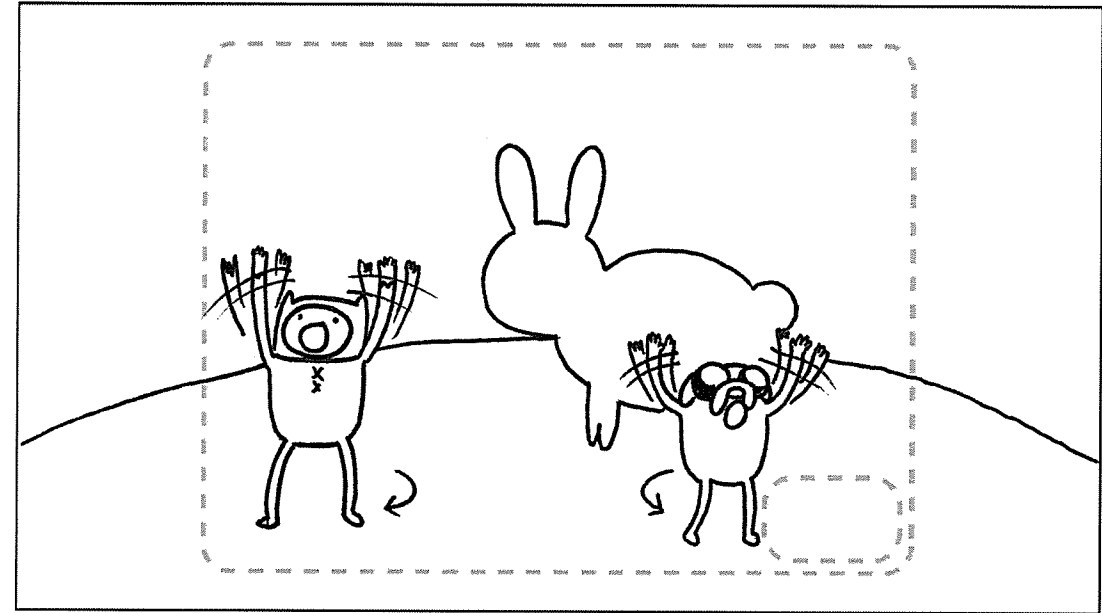


Sc.

Pnl. B

Bg.

day night



Dialog:

F+J: HEY HAWKS!
Come and get it!

Action:

(Finn+Jake yelling + waving arms)

Timing:

100231
EPISODE #

Production :

ADVENTURE TIME

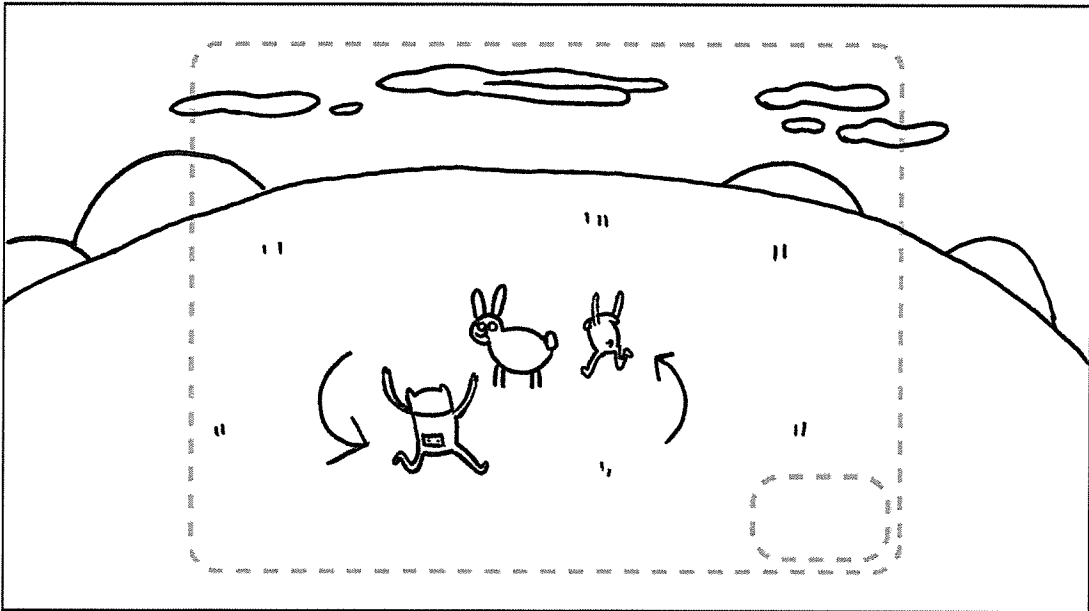


Sc. 96

Pnl. A

Bg.

day night

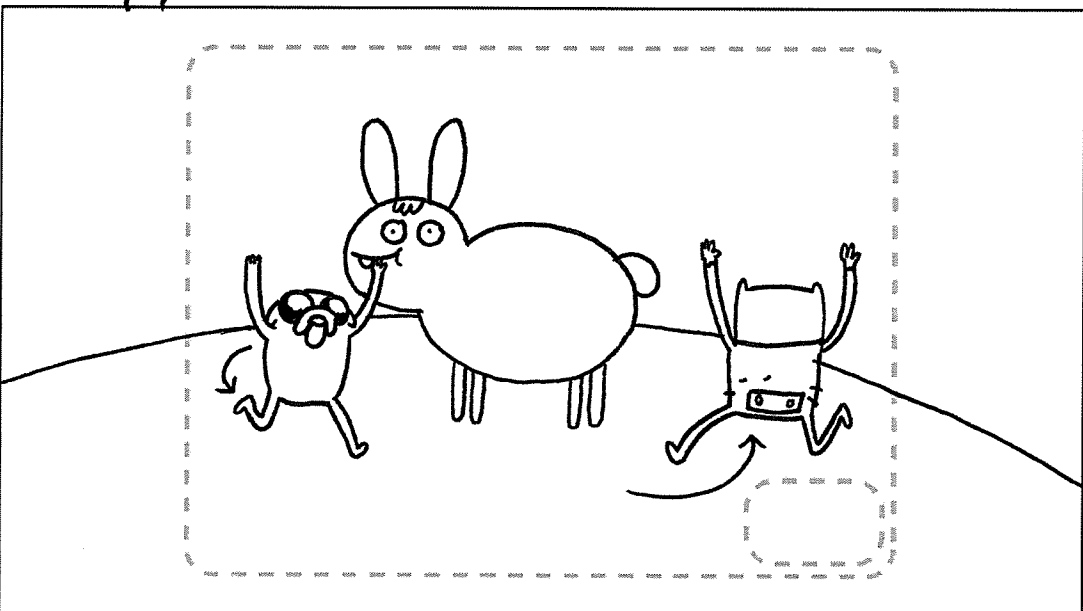


Sc. 97

Pnl. A

Bg.

day night



Dialog:

F+J: stupid, not moving, easy to catch
bunny!

F+J: Aaahh!!!

Action:

Timing:

100231
EPISODE #

Production :

ADVENTURE TIME



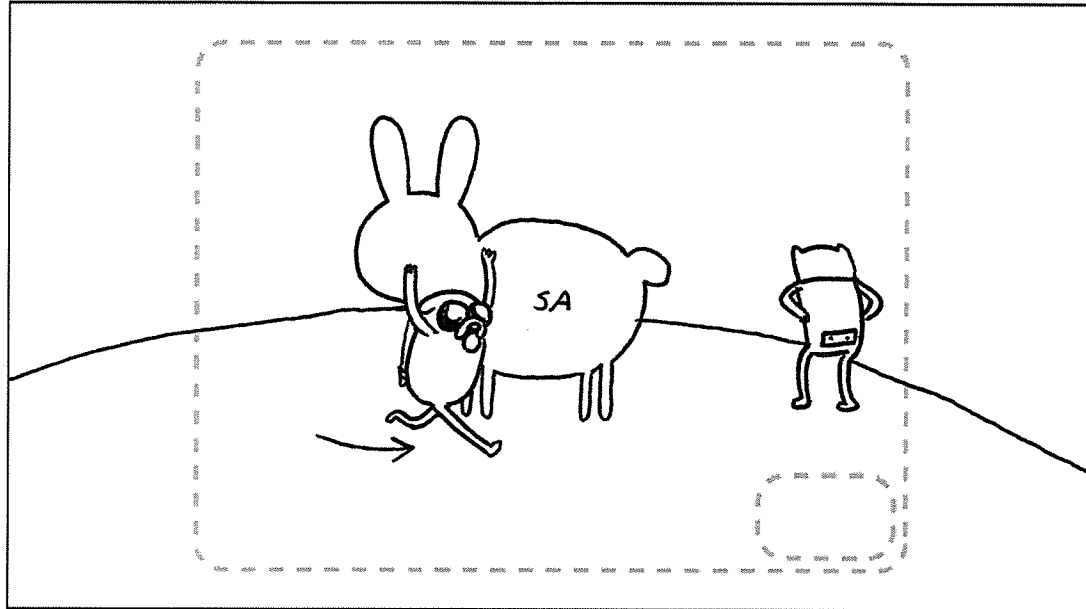
Page 139

Sc. 97

Pnl. B

Bg.

day night

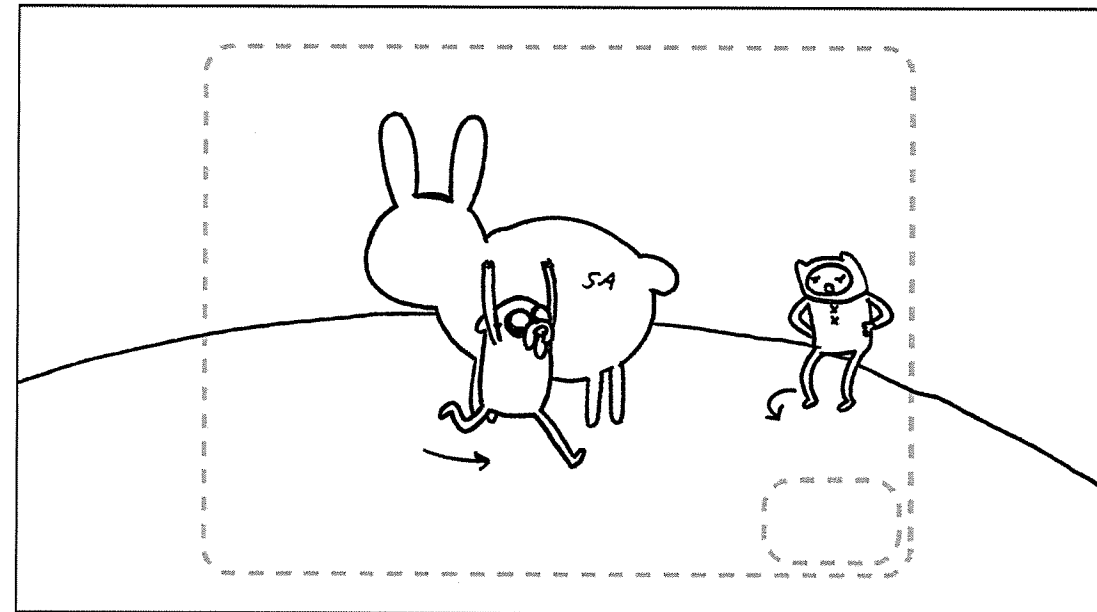


Sc.

Pnl. C

Bg.

day night



Dialog:

Jake: Ah!

Action:

(Finn heaving)

Timing:

100231
EPISODE #

Production :

ADVENTURE TIME

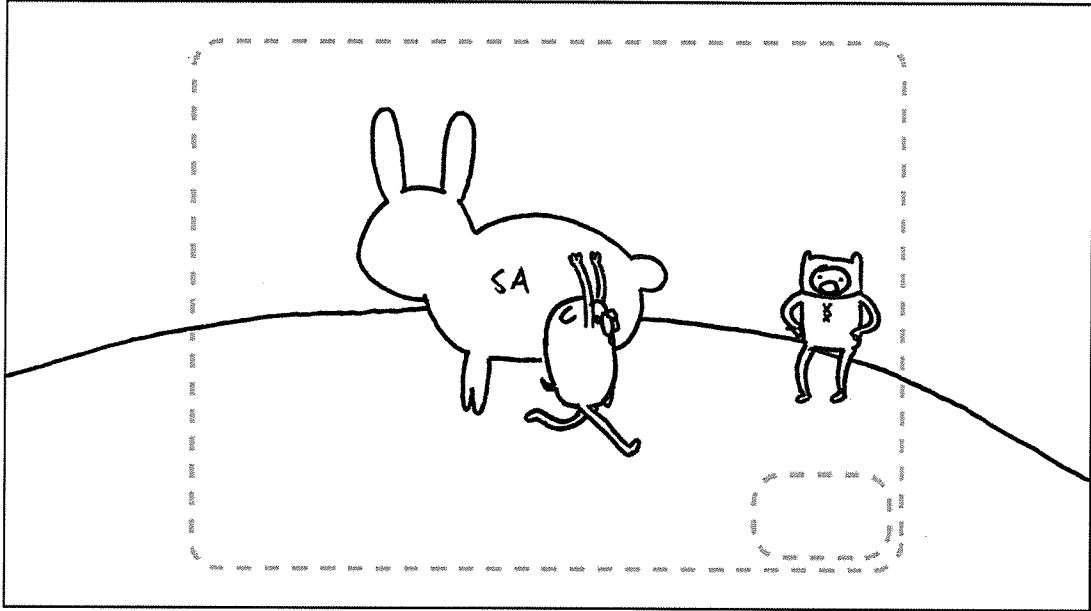


Sc. 97

Pnl. D

Bg.

day night

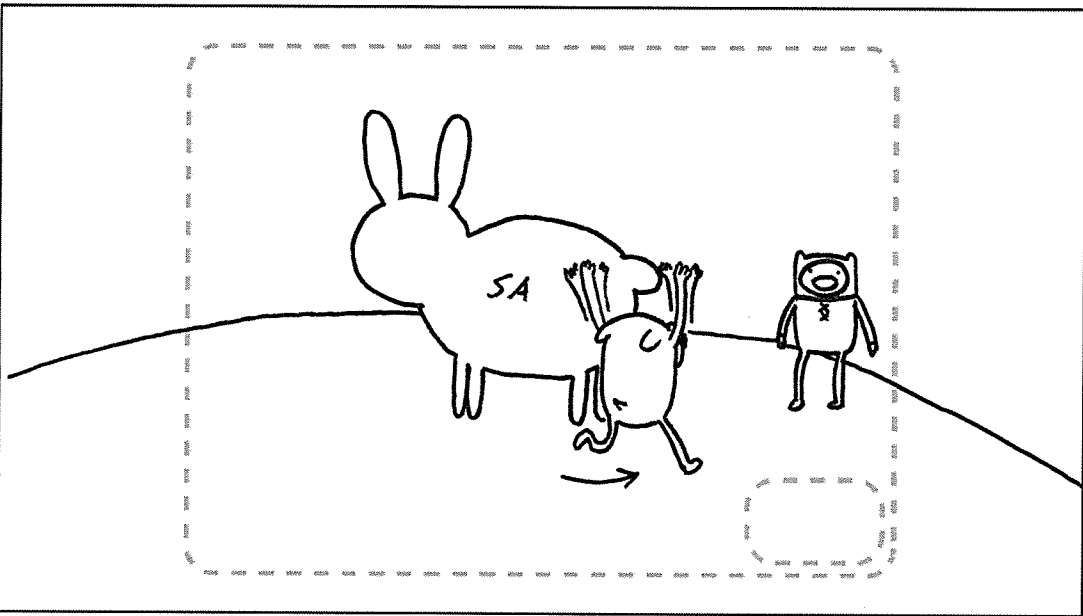


Sc.

Pnl. E

Bg.

day night



Dialog:

Finn: Jake!

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

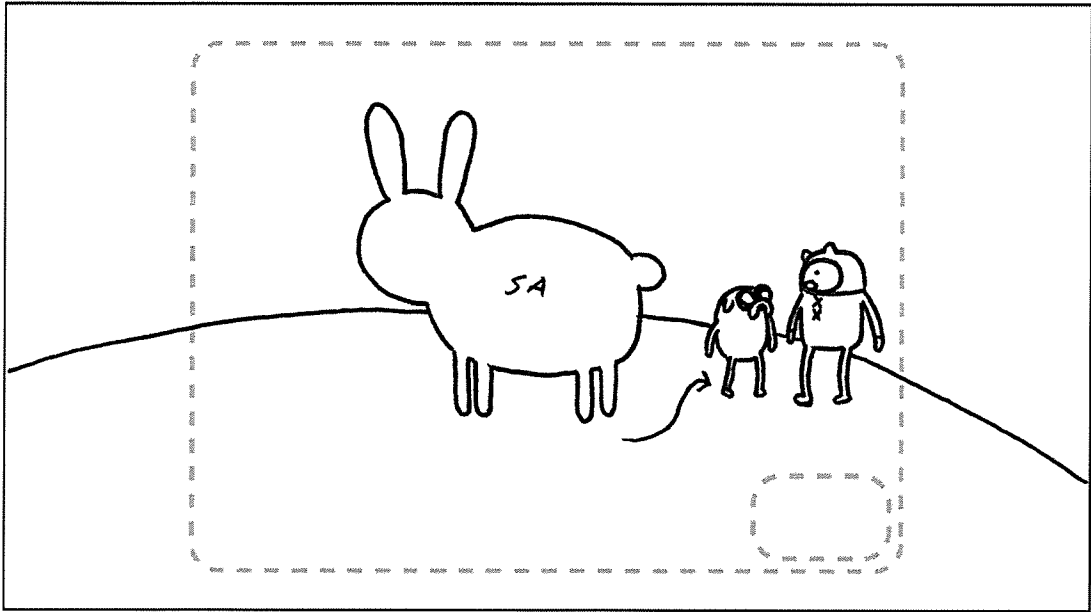


Sc. 97

Pnl. F

Bg.

day night

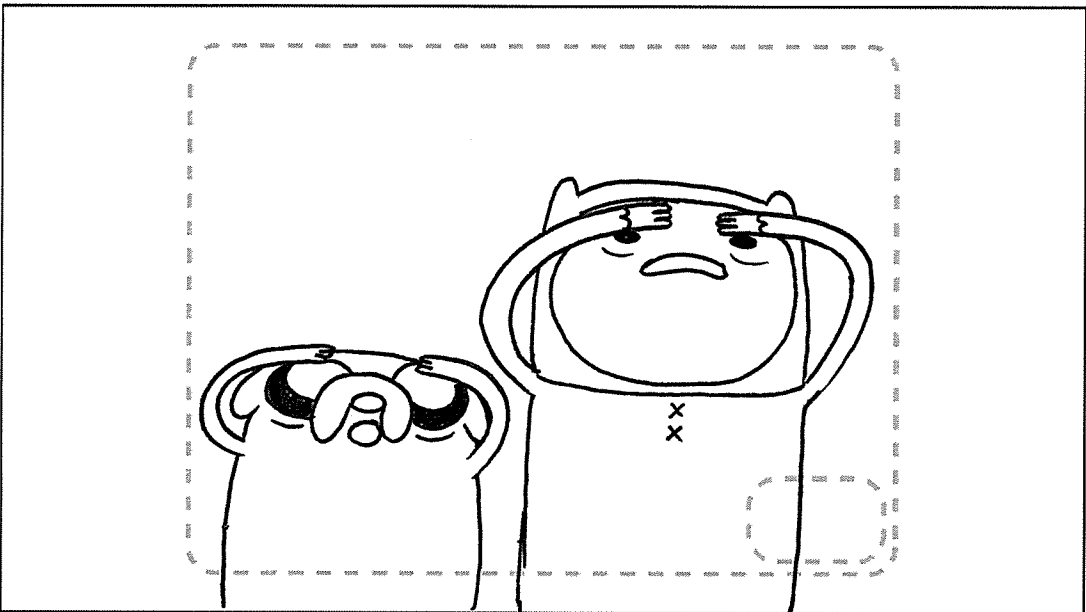


Sc. 98

Pnl. A

Bg.

day night



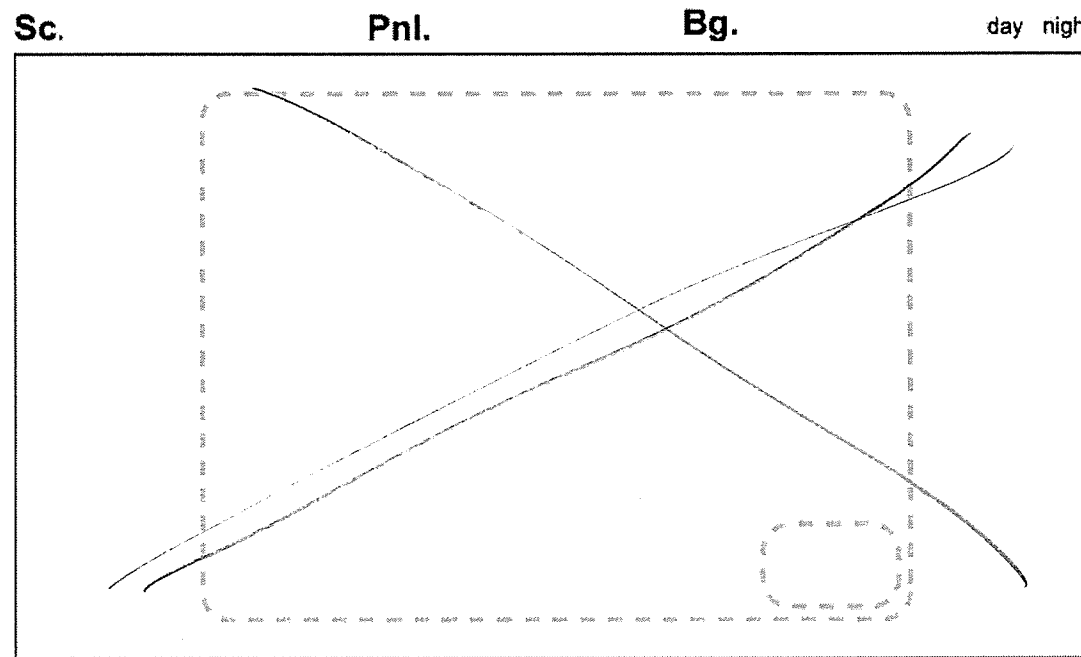
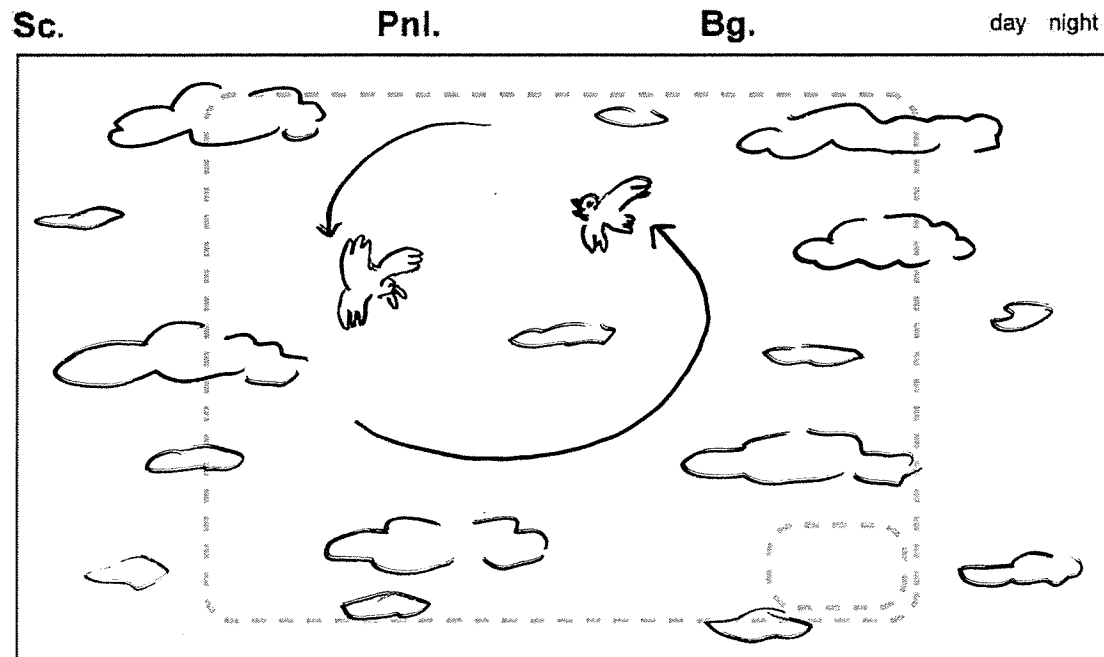
Dialog:	Finn: I think I see a hawk or two.
Action:	
Timing:	

100231
EPISODE #
Production :

ADVENTURE TIME



Page 141A



Dialog:	HAWKS, KAW! KAWWW!
Action:	
Timing:	

100231

EPISODE #

Production :

ADVENTURE TIME



Sc. 98

Pnl. B

Bg.

day night

Sc.

Pnl. C

Bg.

day night

Dialog:	Finn: See it?!	Jake: Yea!
Action:		
Timing:		

100231
EPISODE #
Production :

ADVENTURE TIME



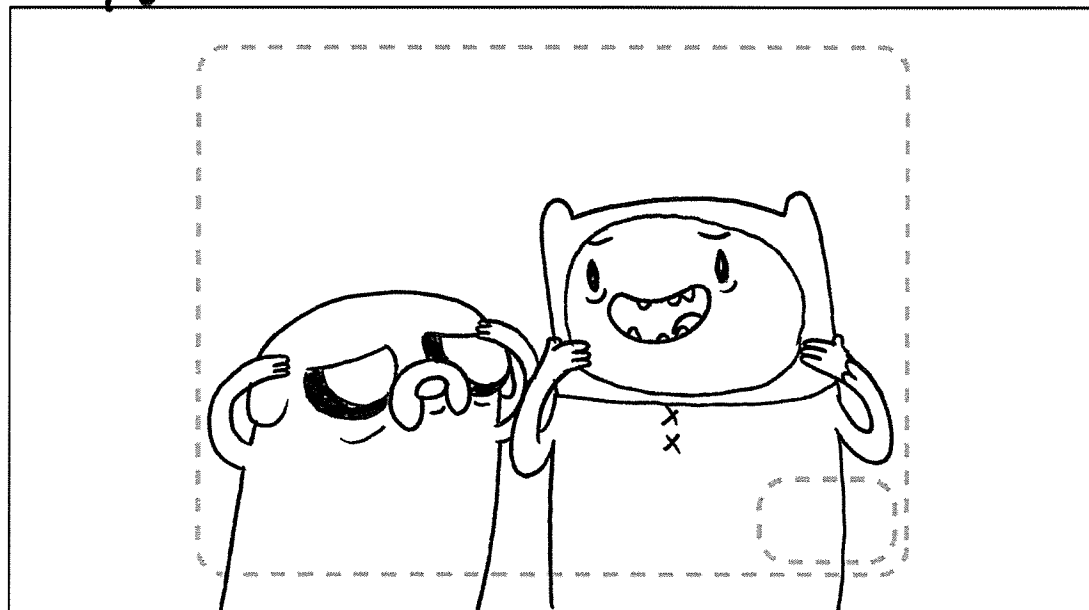
Page 143

Sc. 98

Pnl. D

Bg.

day night

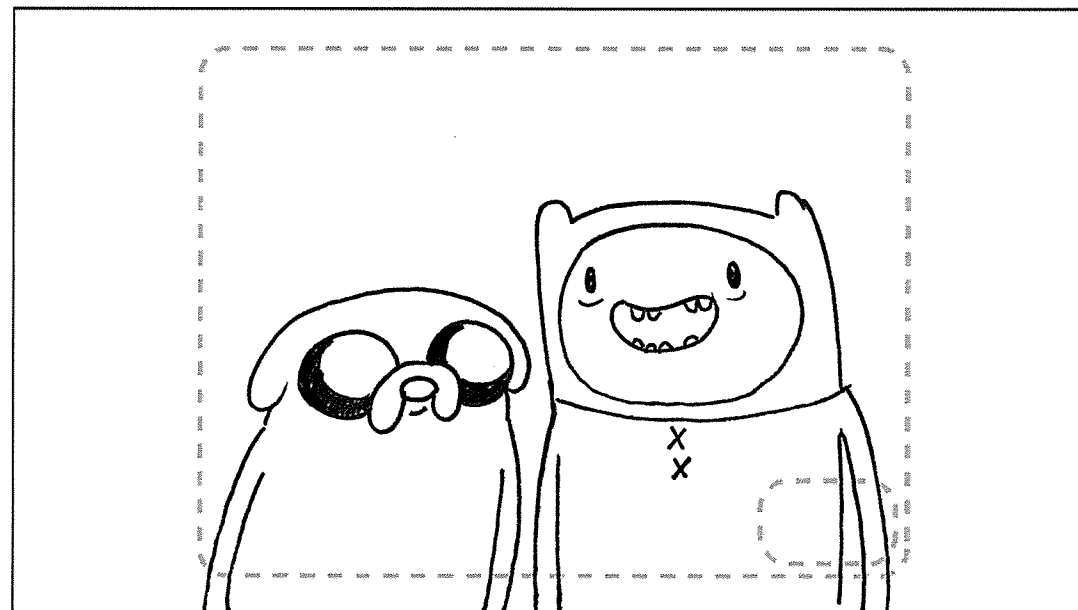


Sc.

Pnl. E

Bg.

day night



Dialog:

Finn: Cause more commotion! Finn: To help the hawks.

Action:

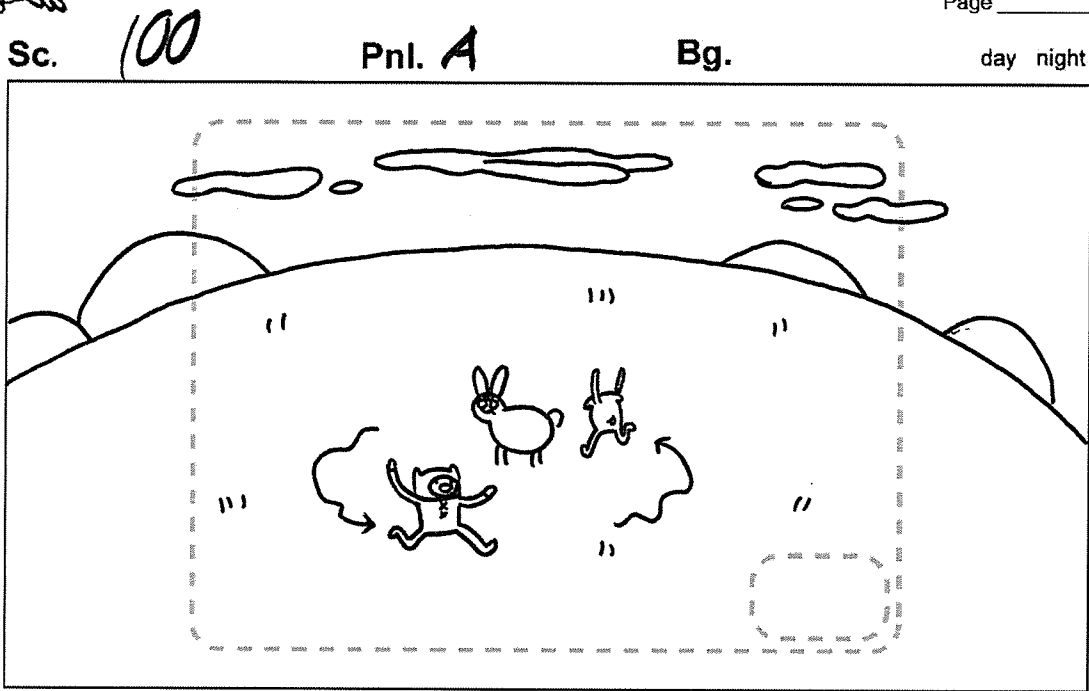
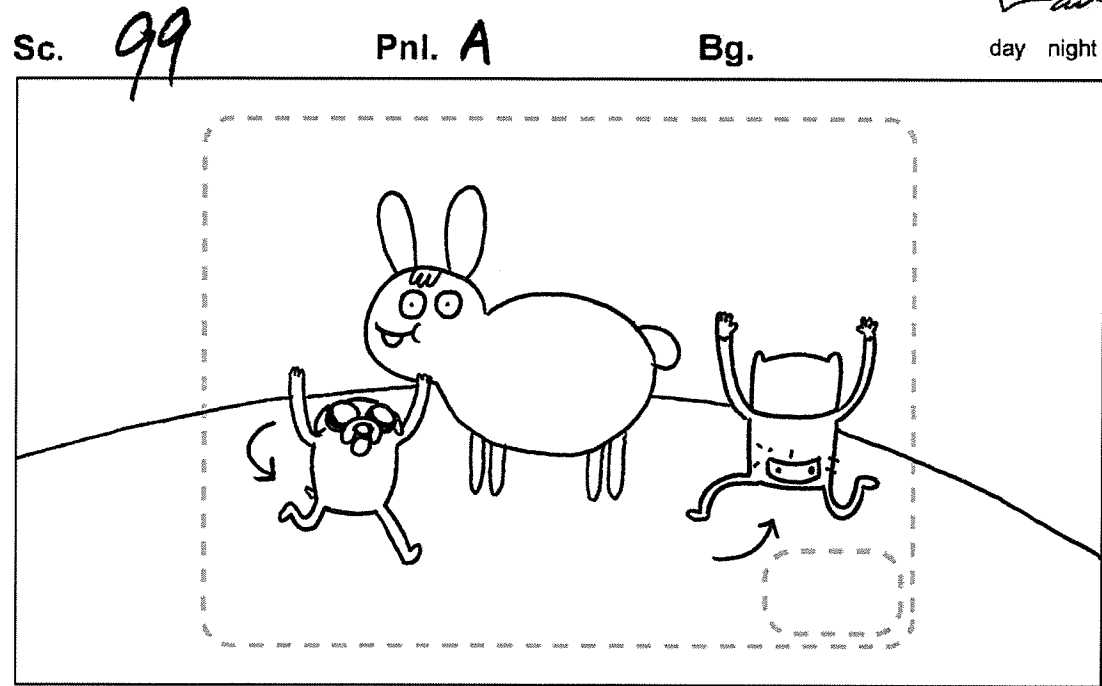
Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



Dialog:	F + J: Yah! Aaahh!!
Action:	
Timing:	

100231
T 3 2 0 0 1
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 100 Pnl. B Bg. day night

Sc. 101 Pnl. A Bg. day night

Dialog:	F+ J: There they are! They see our commotions!
Action:	(Down shot)
Timing:	

100231 EPISODE # Production :

ADVENTURE TIME

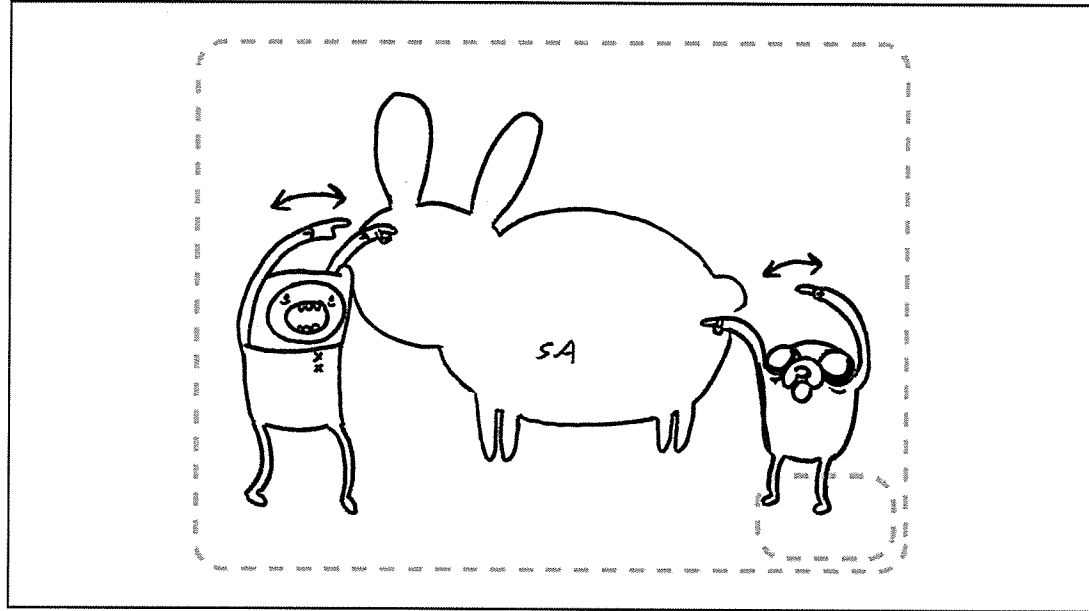


Sc. 101

Pnl. B

Bg.

day night

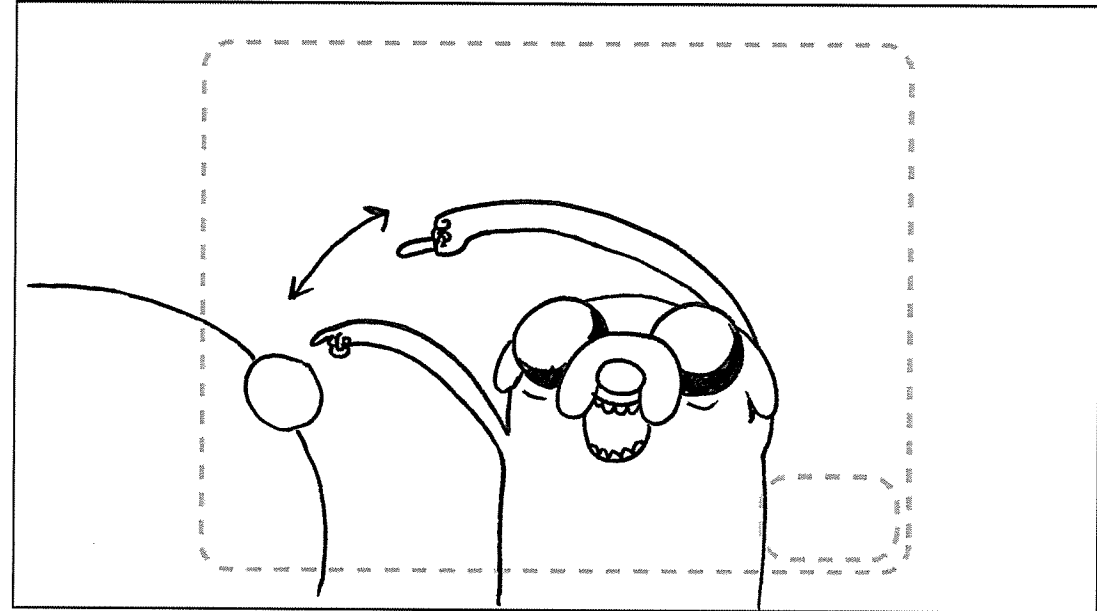


Sc. 102

Pnl. A

Bg.

day night



Dialog:

F+ J: Right here!!!

Yea!

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

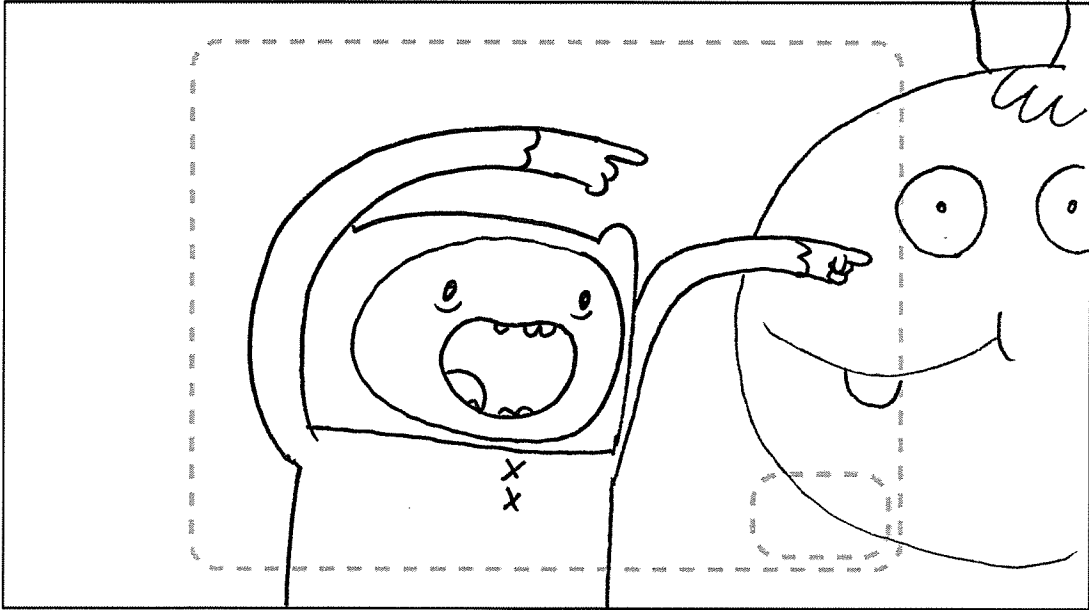


Sc. 103

Pnl. A

Bg.

day night

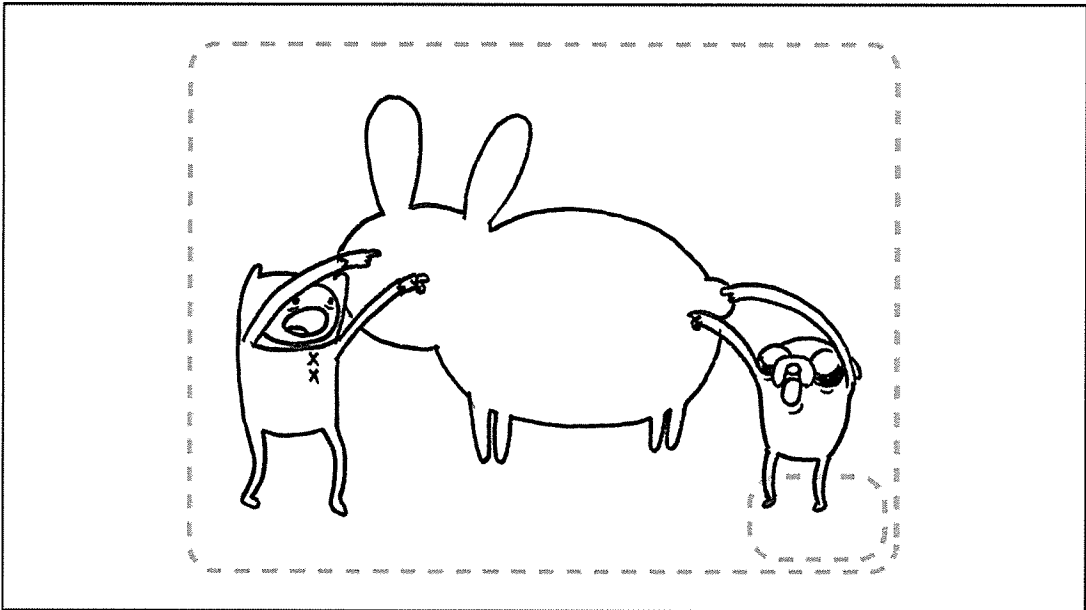


Sc. 104

Pnl. A

Bg.

day night



Dialog:	Yea!
Action:	
Timing:	

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

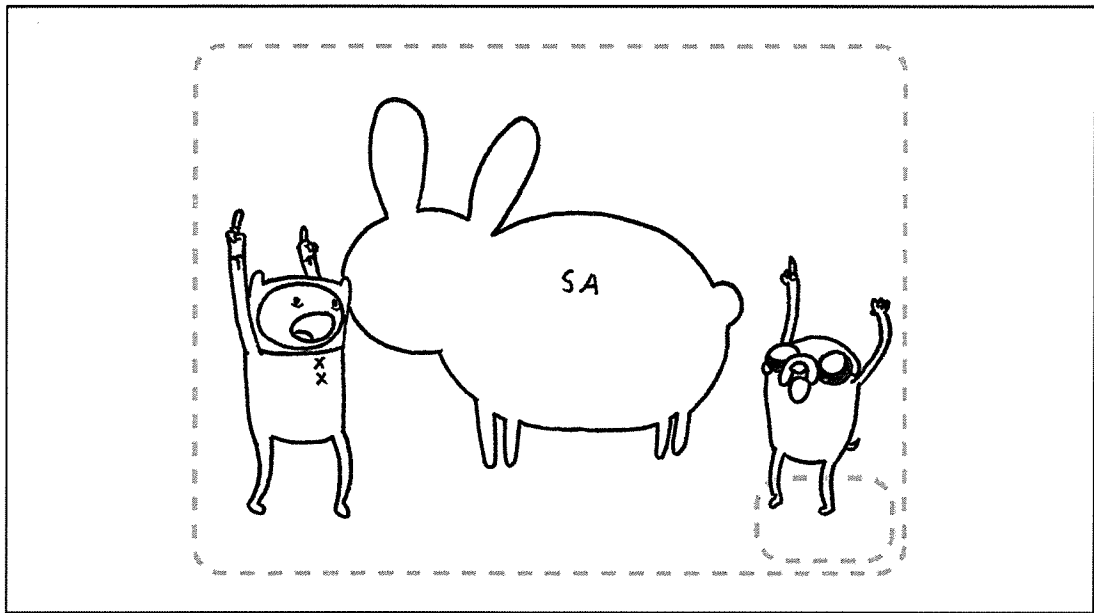


Sc. 104

Pnl. B

Bg.

day night

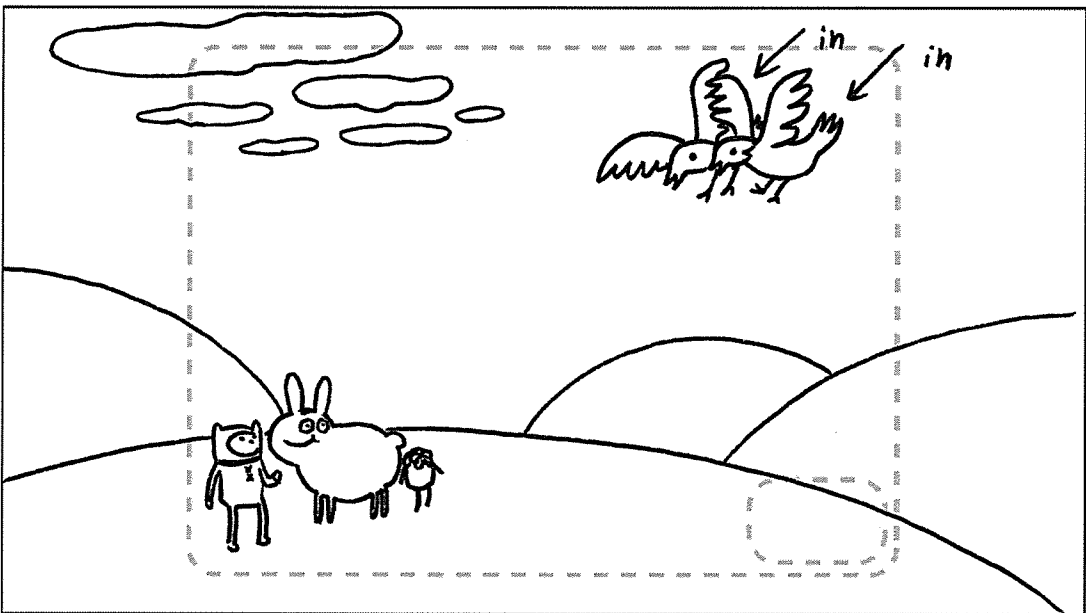


Sc. 105

Pnl. A

Bg.

day night



Dialog: F+J: Ahh!

Action:

Timing:

100231

EPISODE #

Production :

© 2000 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 149

Sc. 105

Pnl. B

Bg.

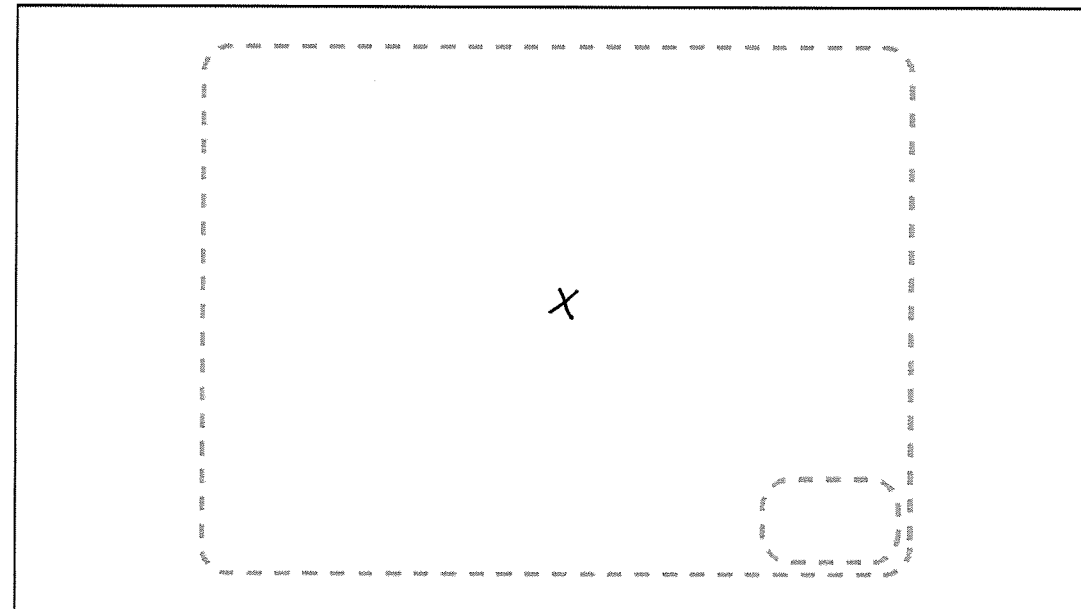
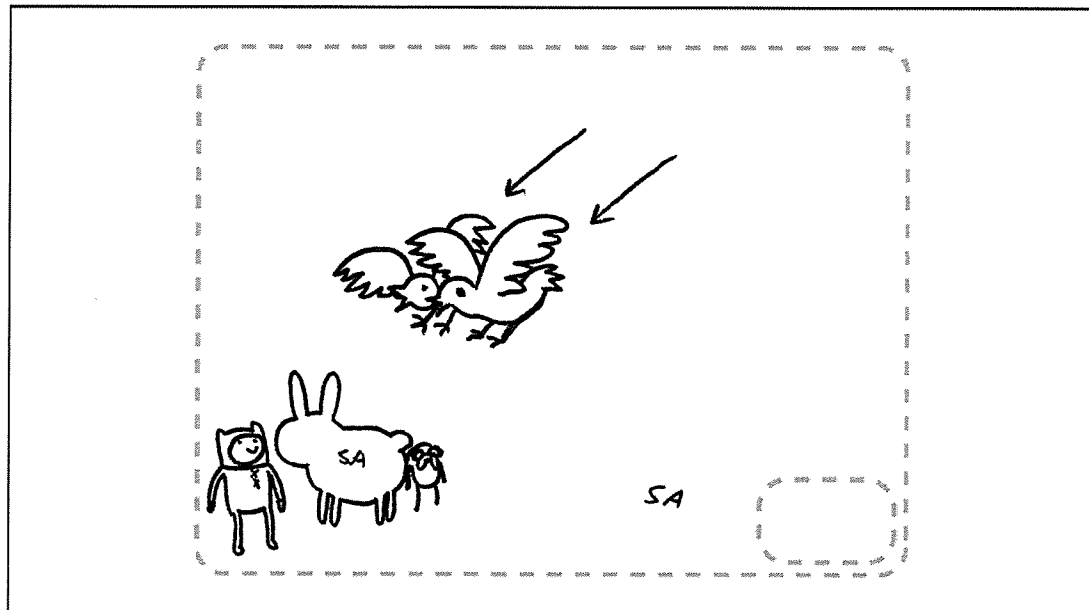
day night

Sc.

Pnl.

Bg.

day night



Dialog: Hawk: Awk! Awk!

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



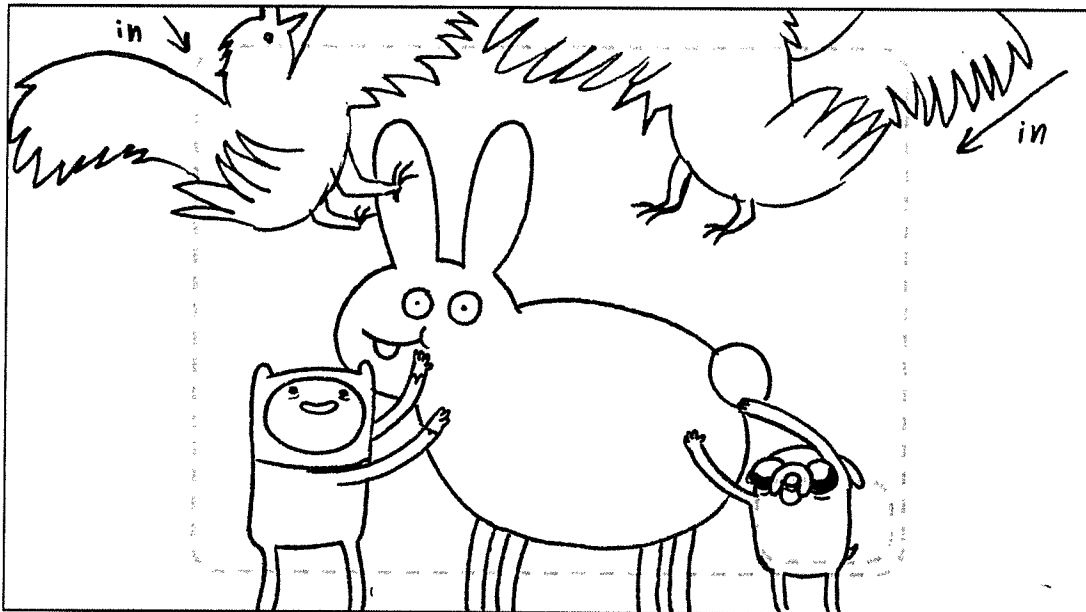
Page 150

Sc. 106

Pnl. A

Bg.

day night

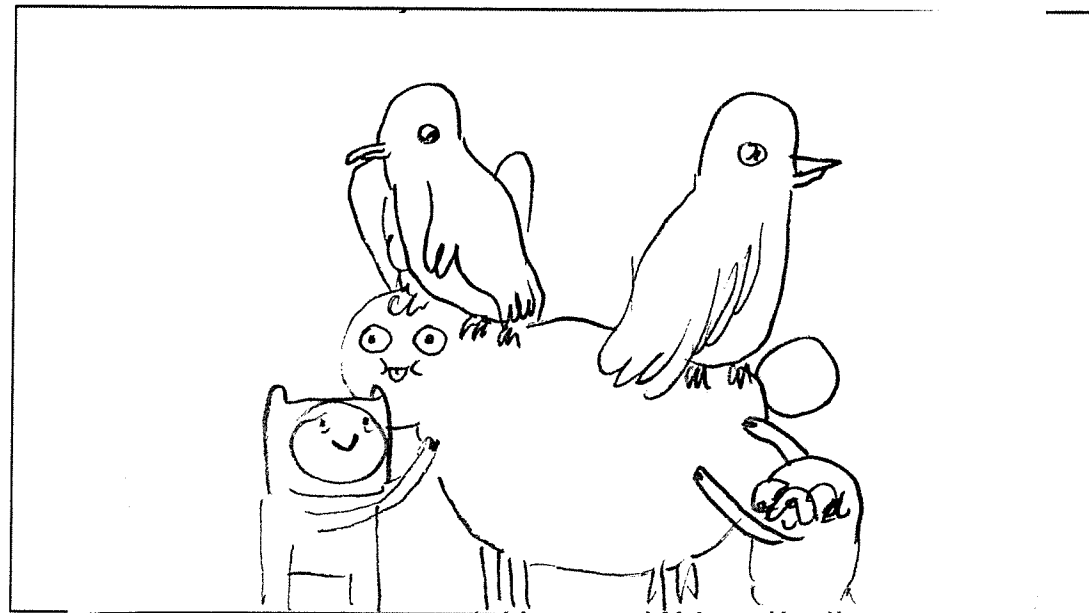


Sc.

Pnl. B

Bg.

day night



Dialog:

F+J: Grab a good hold and fly away!

Action:

Timing:

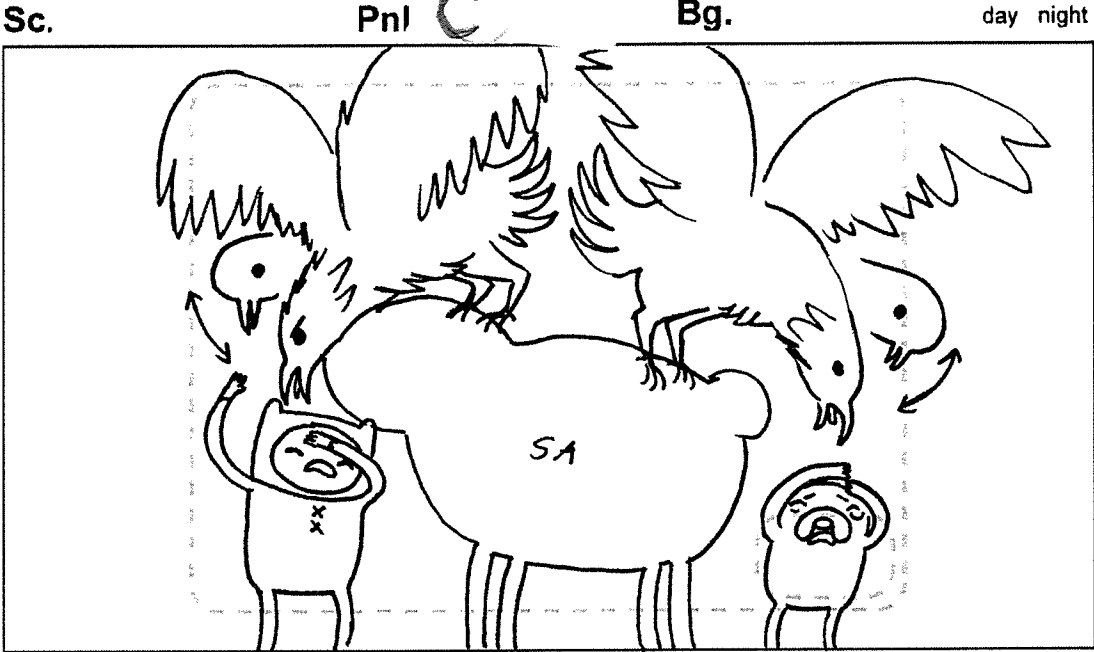
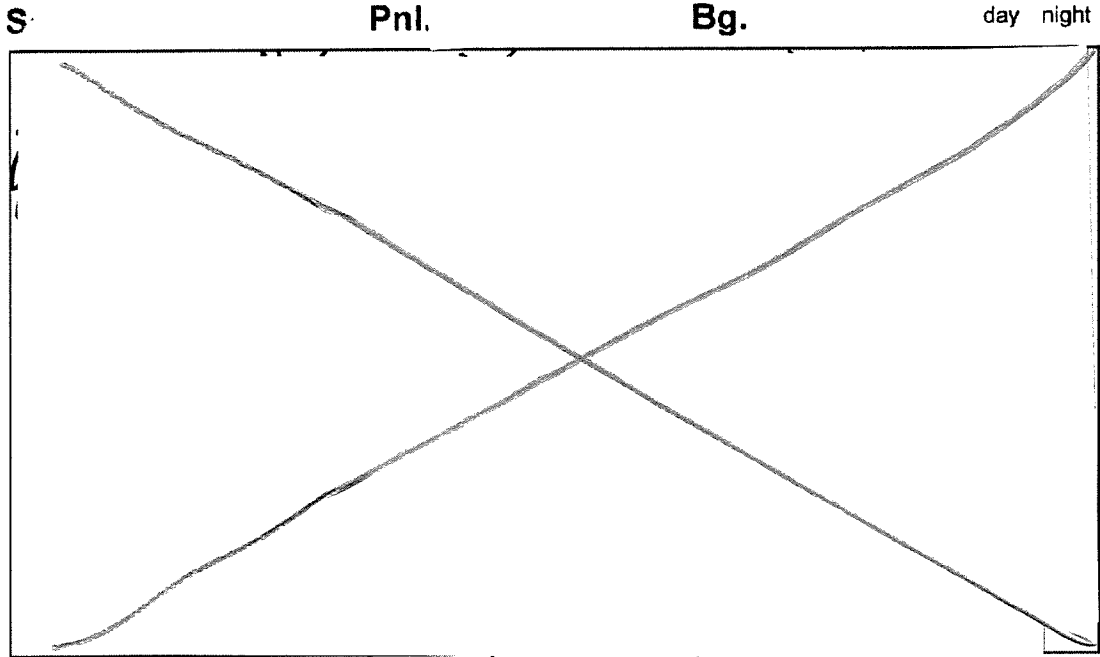
100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

Action:

Timing:

F+J: Ahh!!

100231

EPISODE #

Production :

ADVENTURE TIME



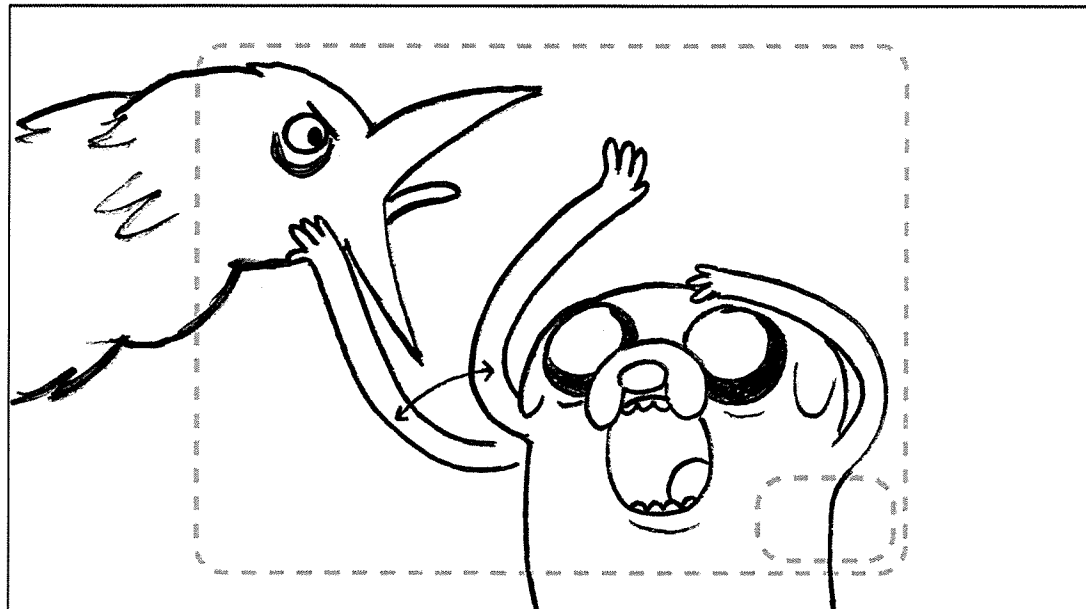
Page 151

Sc. 107

Pnl. A

Bg.

day night

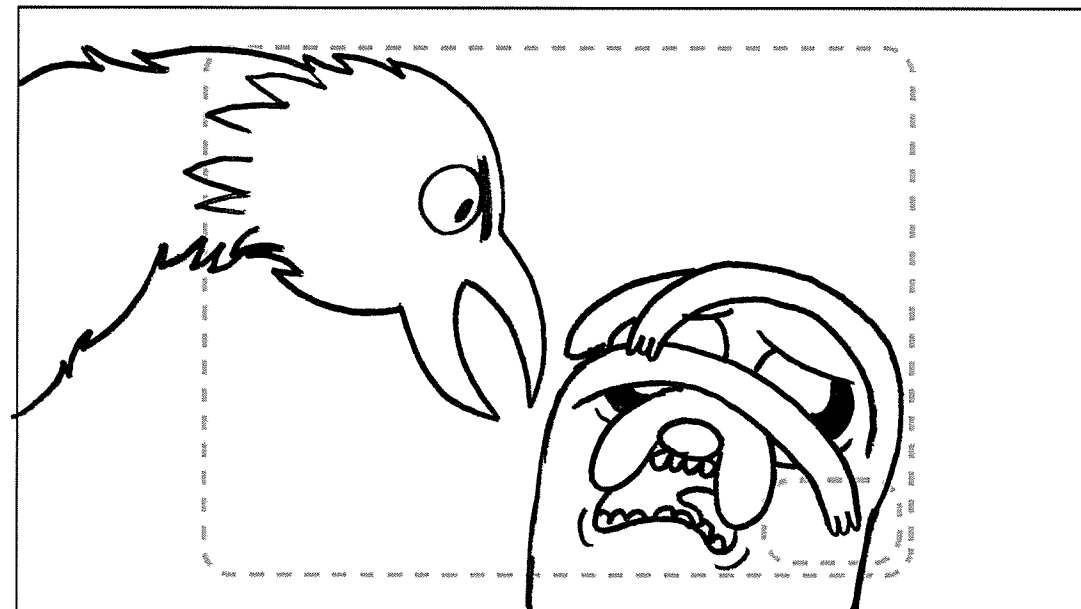


Sc.

Pnl. B

Bg.

day night



Dialog: Jake: Eee - ahh!!

Jake: Not us!

Action: (Jake swings right arm.)

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

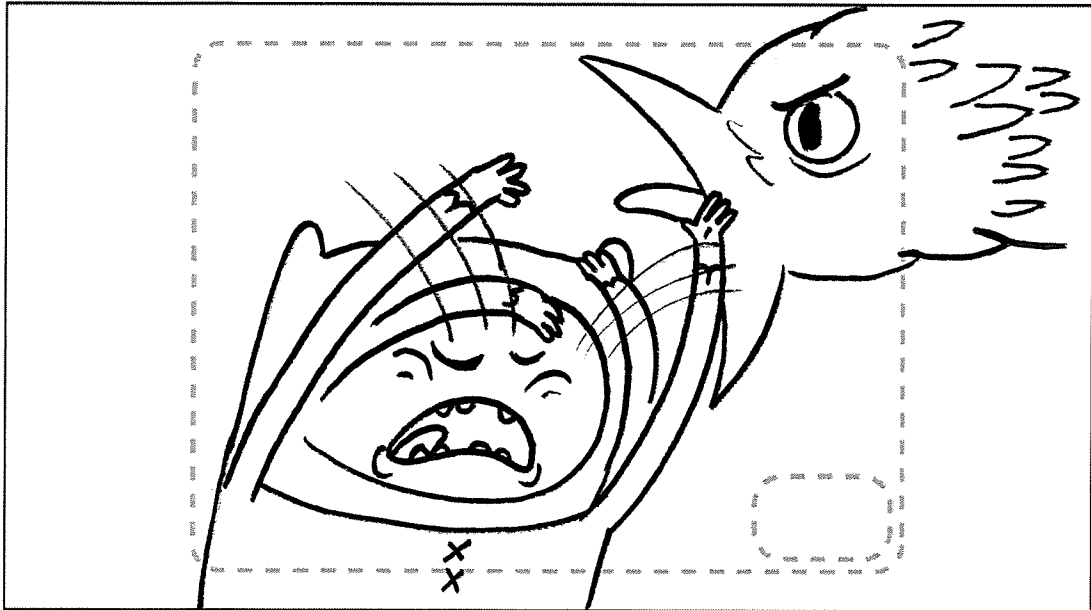


Sc. 108

Pnl. A

Bg.

day night

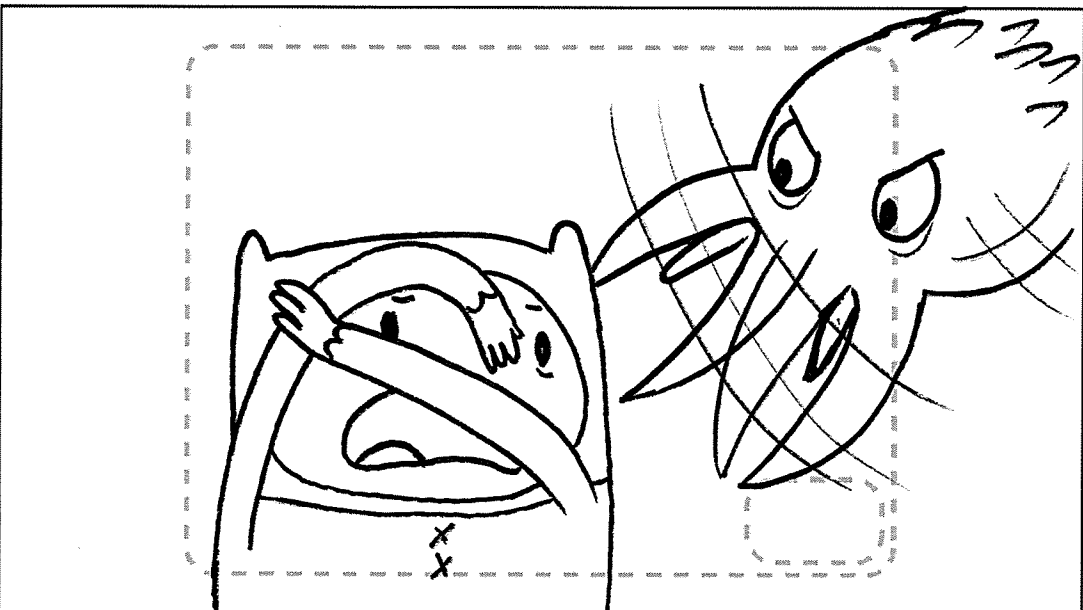


Sc.

Pnl. B

Bg.

day night



Dialog:	Finn: Ah-Eo!!	Finn: The bunny!	Hawk: Aehgg!!!
Action:			
Timing:			

100231 EPISODE #

Production :

ADVENTURE TIME

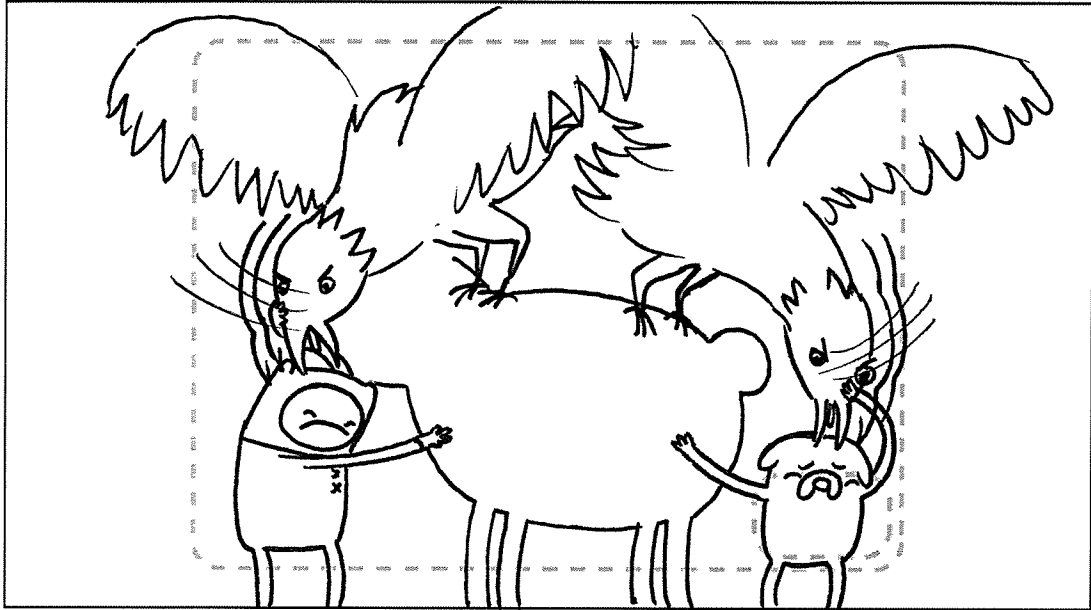


Sc. 109

Pnl. A

Bg.

day night

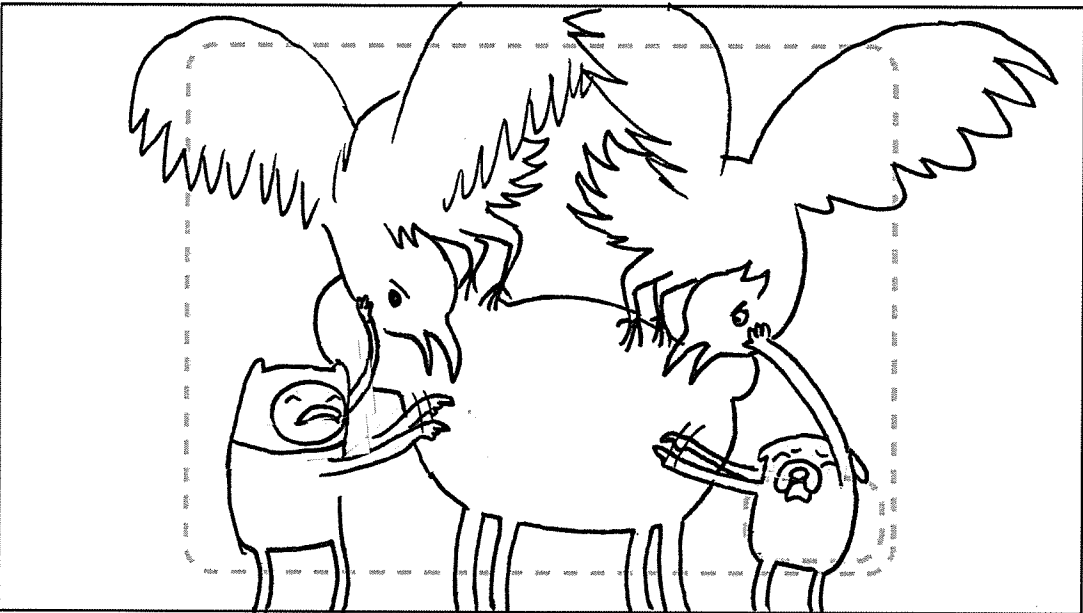


Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



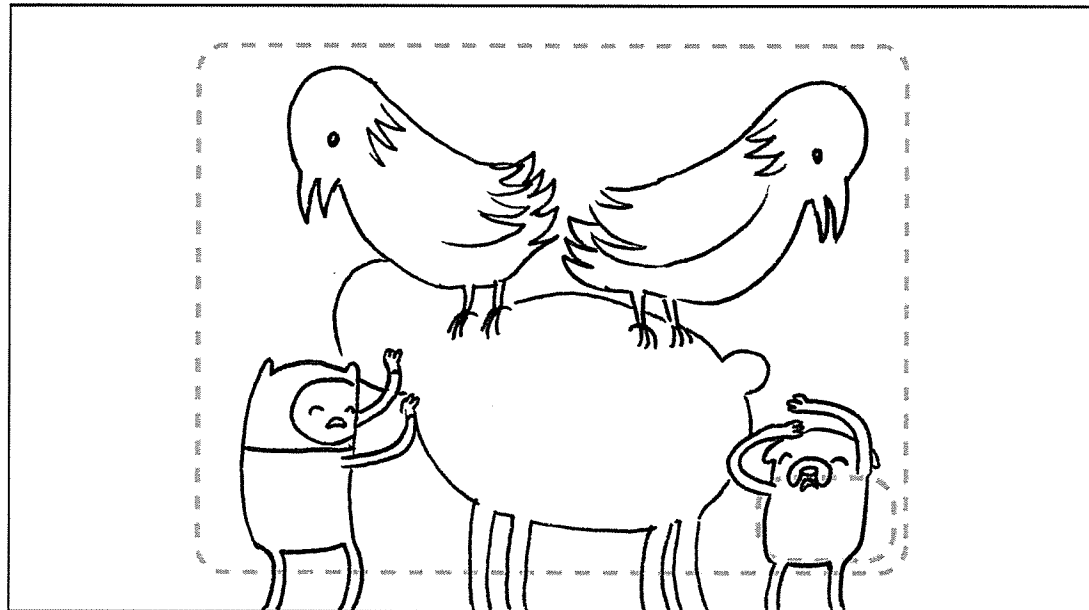
Page 154

Sc. 109

Pnl. C

Bg.

day night

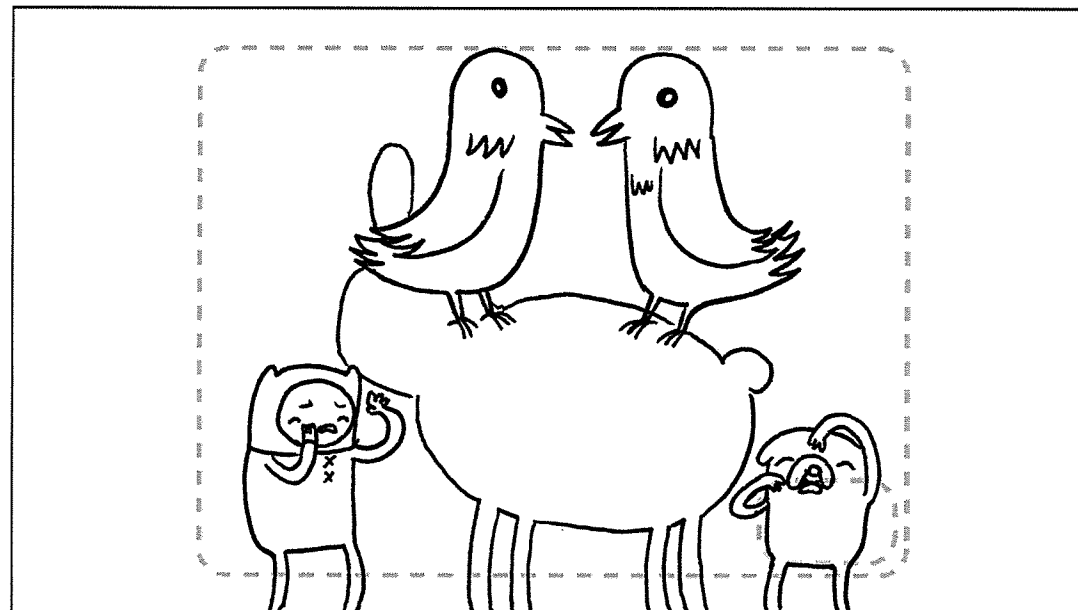


Sc.

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



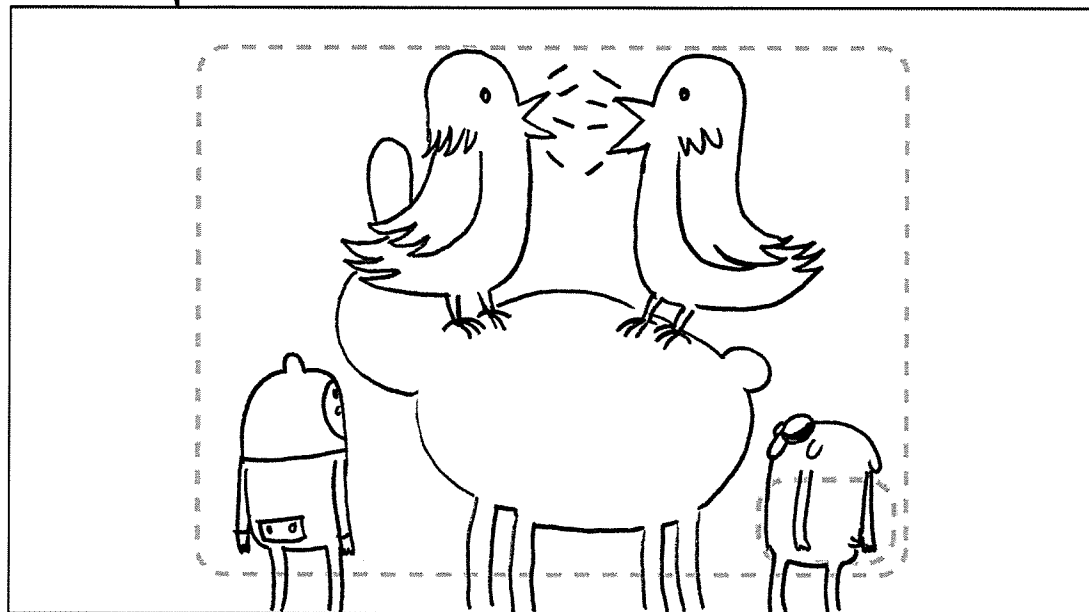
Page 155

Sc. 109

Pnl. E

Bg.

day night

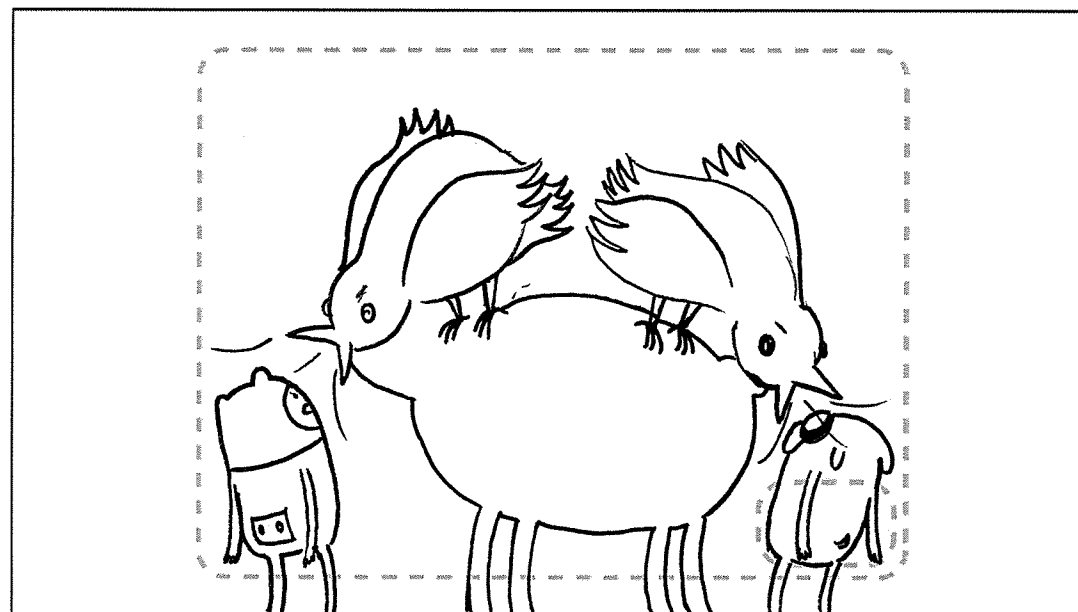


Sc.

Pnl. F

Bg.

day night



Dialog: Hawks: Awk!

Hawks: Awk!!

Action:

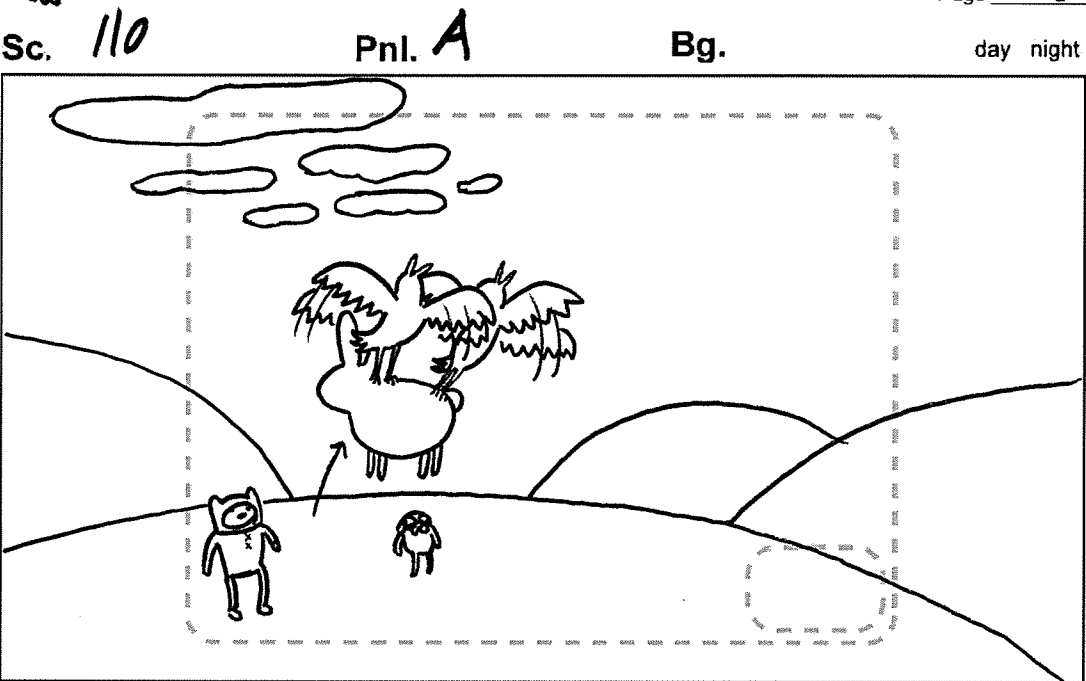
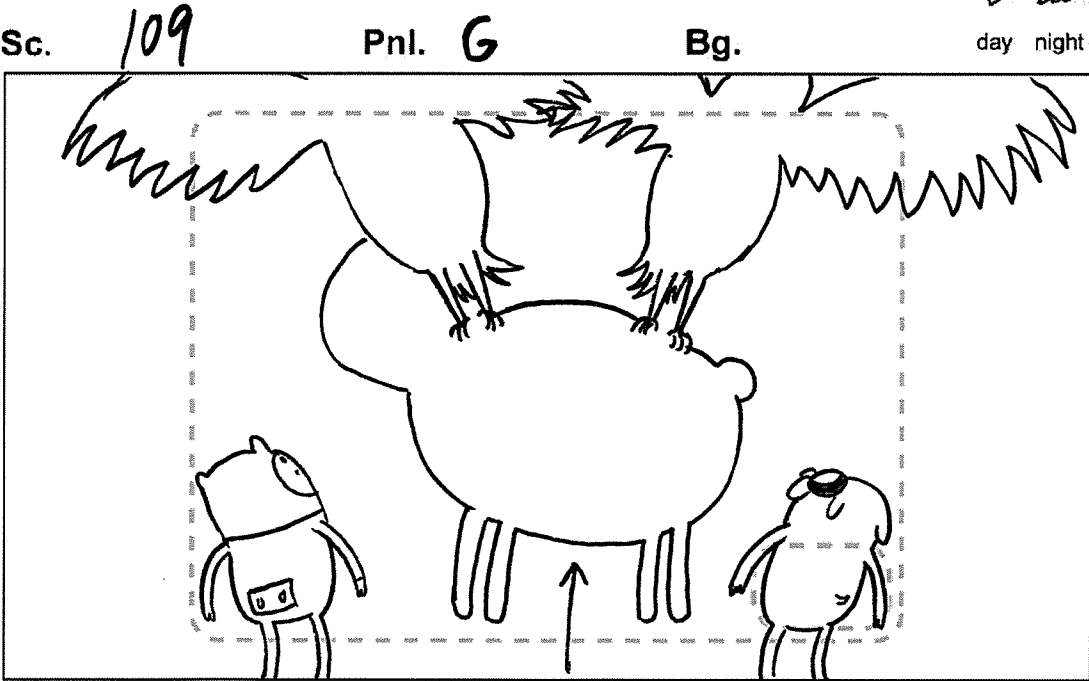
Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

10021

EPISODE #

Production :

ADVENTURE TIME



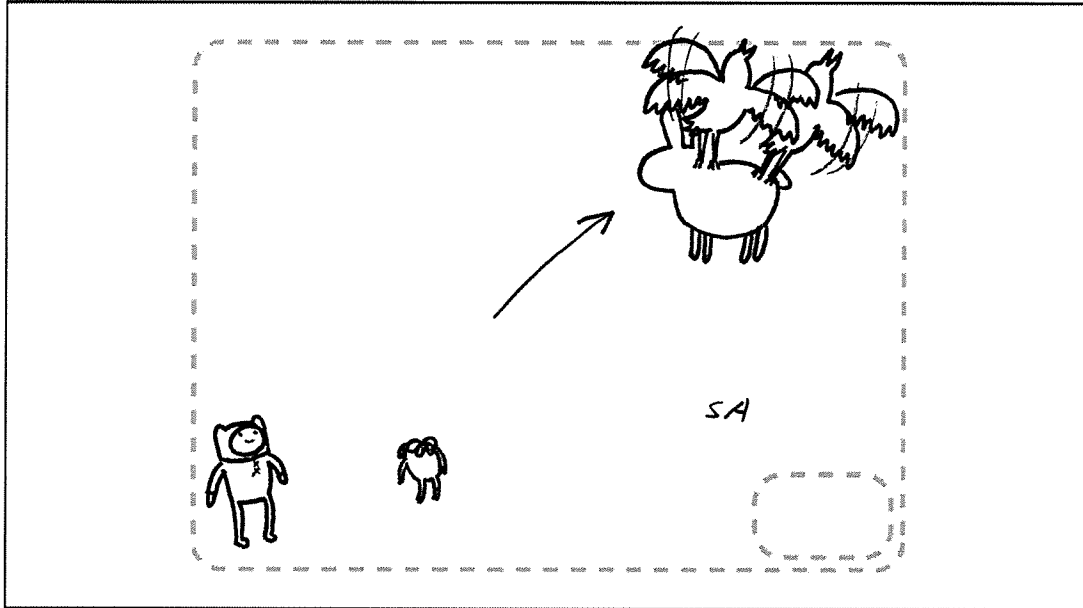
Page 157

Sc. 110

Pnl. B

Bg.

day night

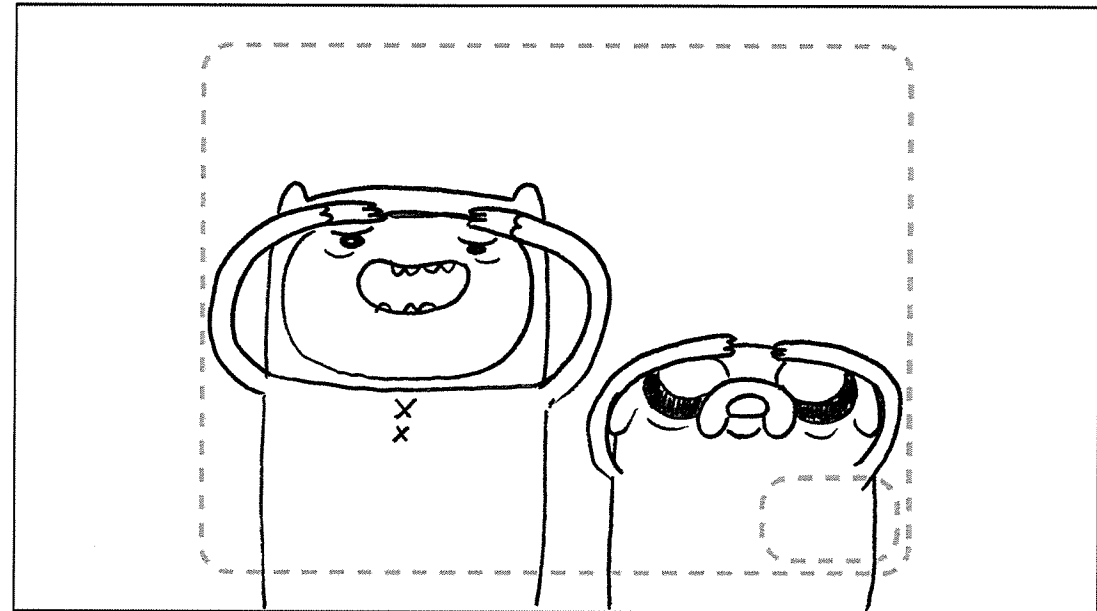


Sc. 111

Pnl. A

Bg.

day night



Dialog:

Finn: what a beautiful sight.

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

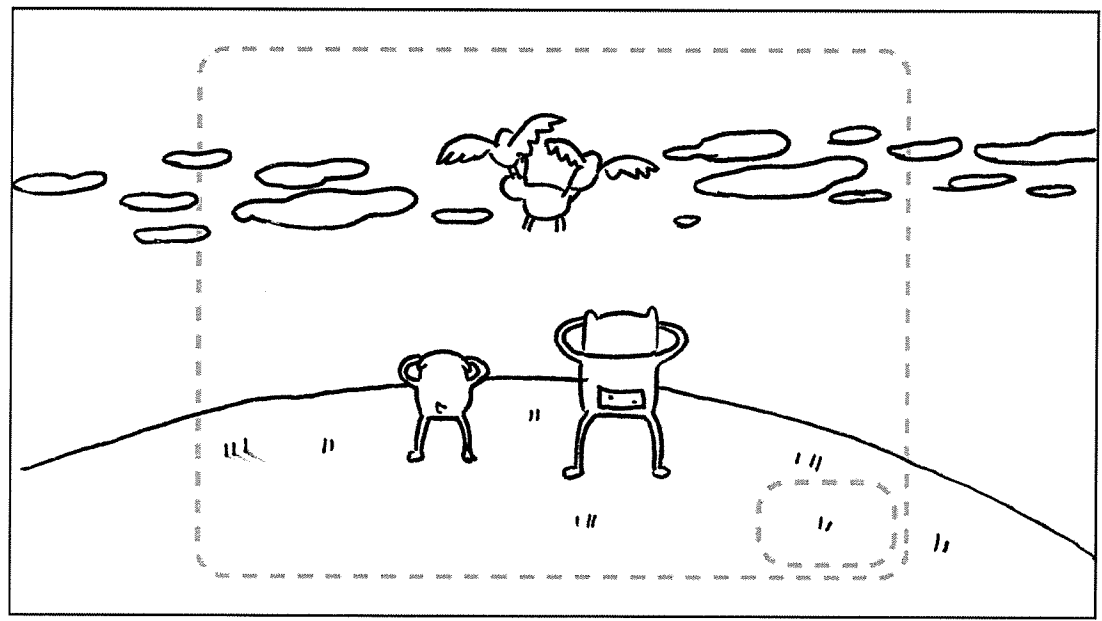


Sc. 112

Pnl. A

Bg.

day night

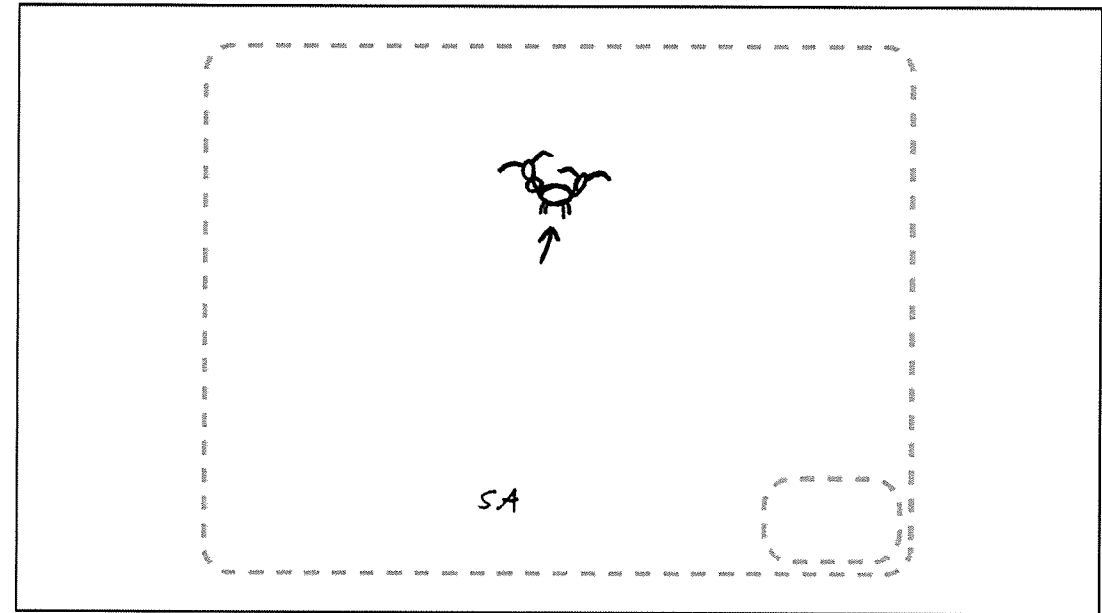


Sc.

Pnl. B

Bg.

day night



Dialog:

Hawks: Awk!! Awk!

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

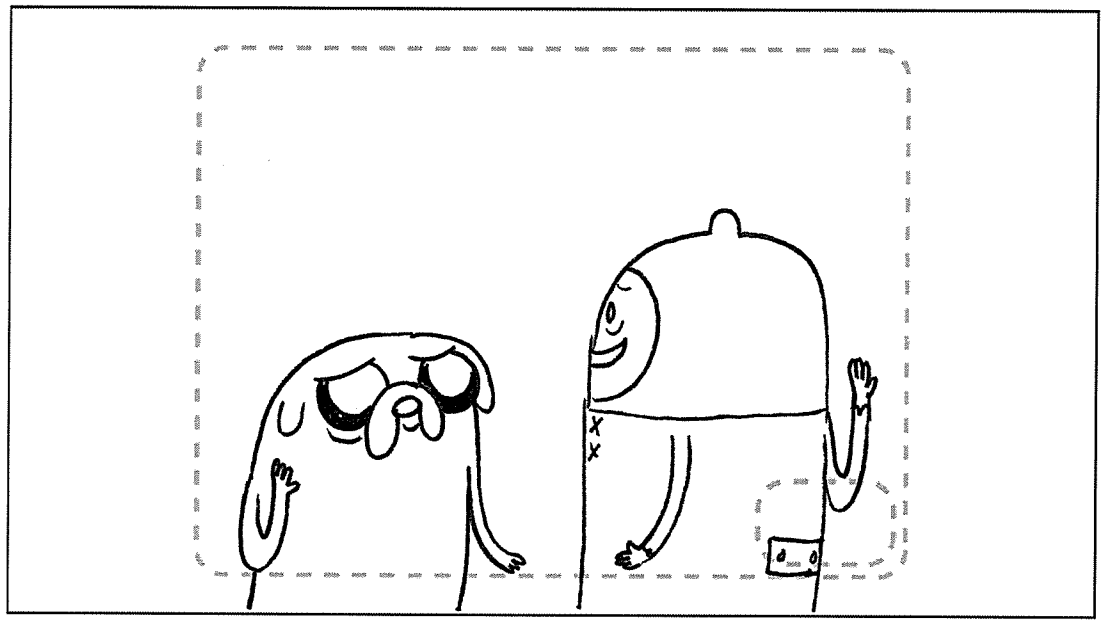


Sc. 113

Pnl. A

Bg.

day night

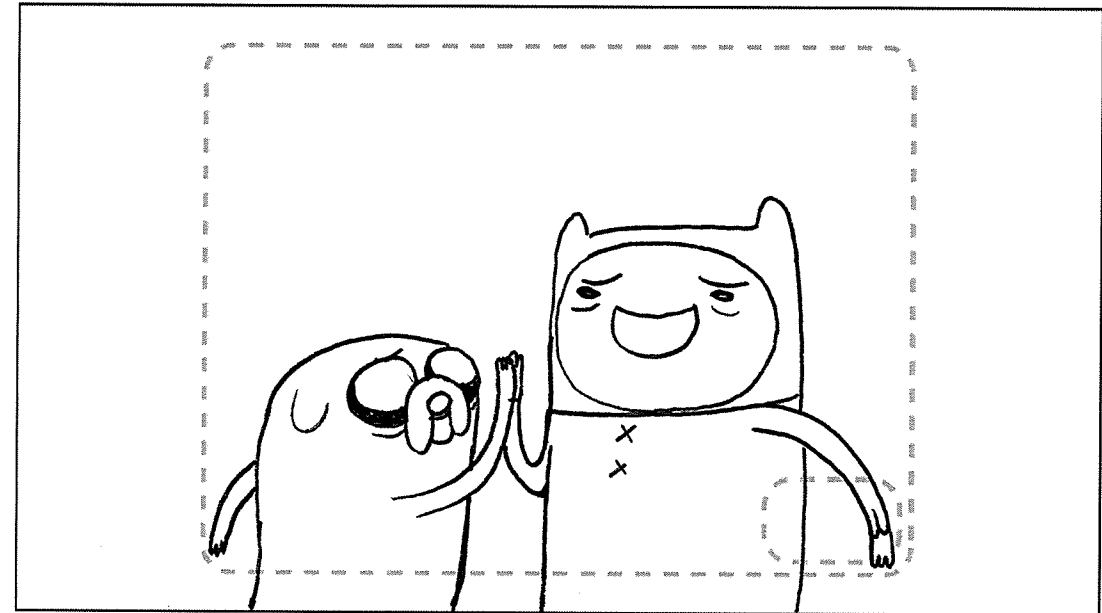


Sc.

Pnl. B

Bg.

day night



Dialog:	F+J: We did it!
Action:	
Timing:	

EPISODE # 10021

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 114 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	F+J: Back to sleep!! Ahhhh!
Action:	G wipe.
Timing:	

100231

EPISODE #

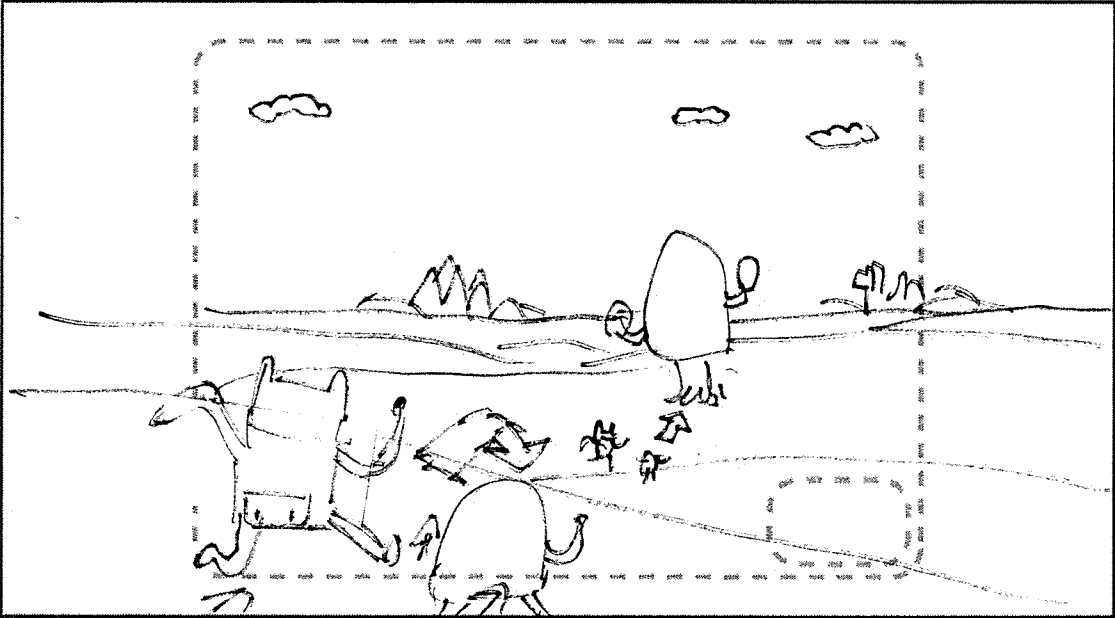
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night



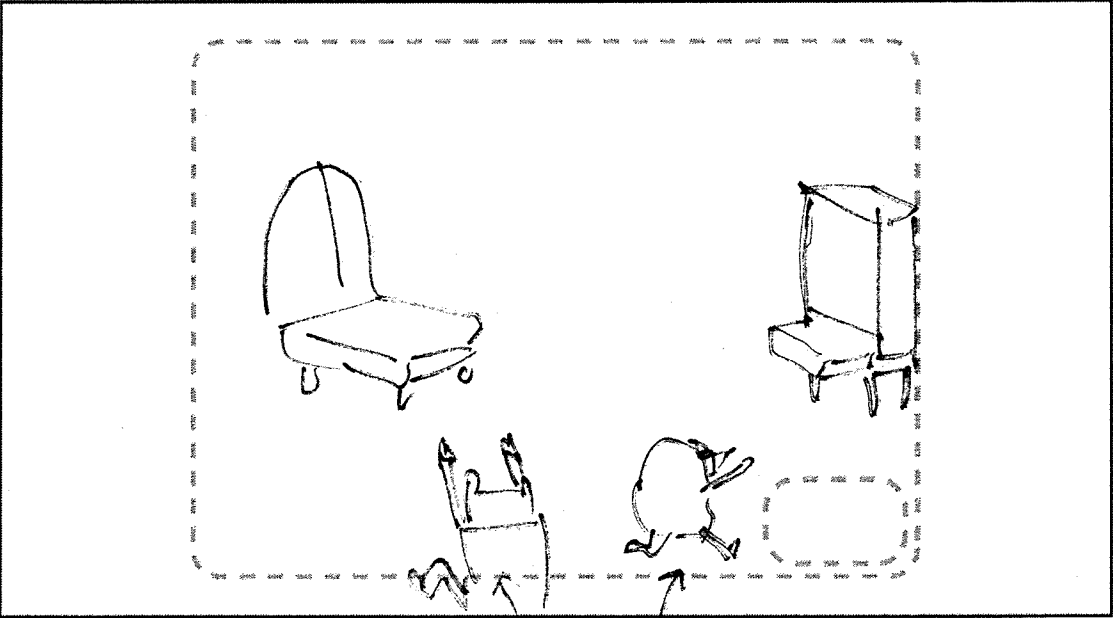
Dialog:

AHHH!

Action:

Timing:

Sc. Pnl. Bg. day night



AHHHH!

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 162

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:

Action:

(klop into beds)

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



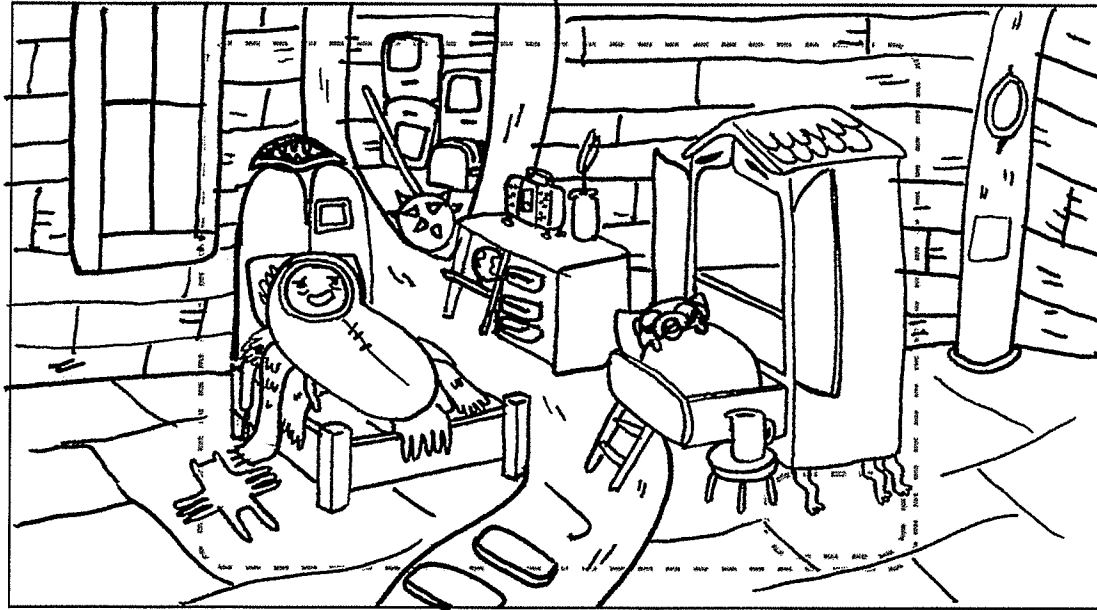
Page 162A

Sc. 115

Pnl. A

Bg.

day night

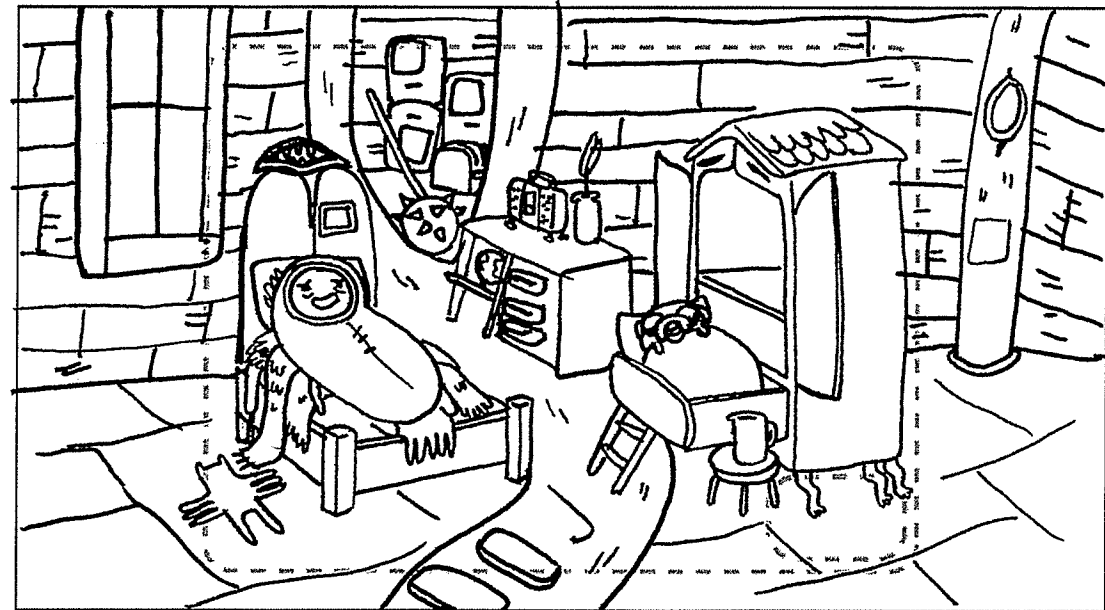


Sc.

Pnl. B

Bg.

day night



Dialog:

F: Good nite Buddy

J: goodnight buddy.

Action:

Timing:

EPISODE # 100231

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

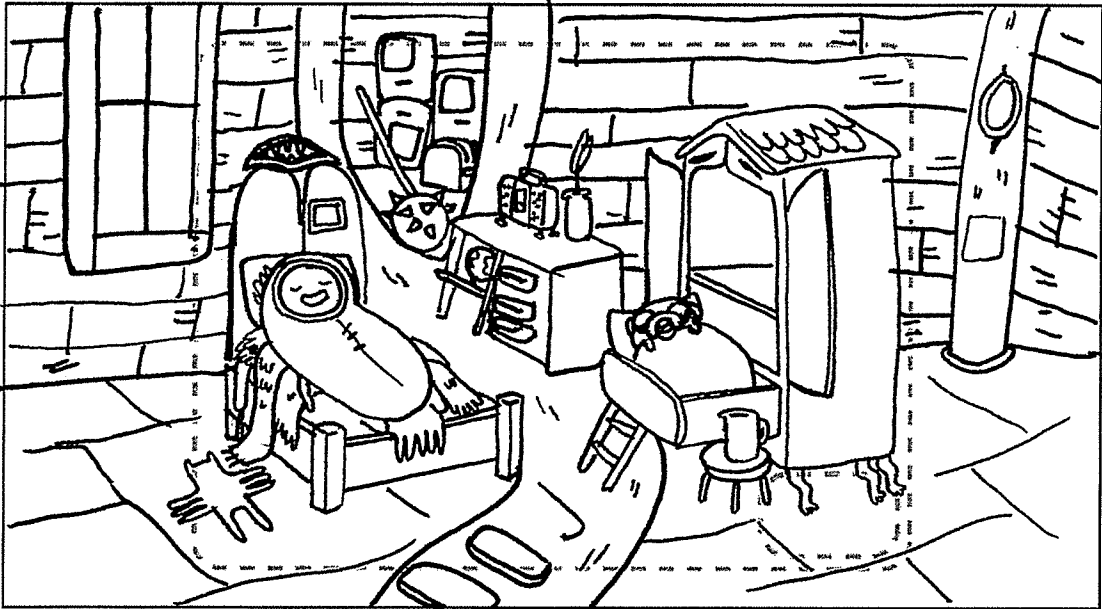


Sc. 115

Pnl. C

Bg.

day night

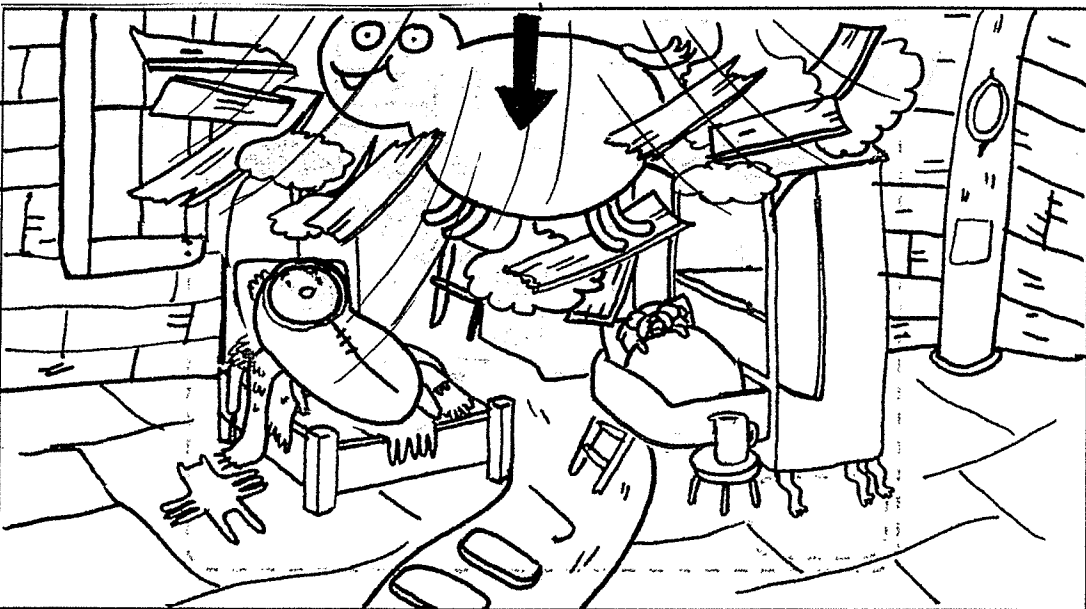


Sc. 115

Pnl. D

Bg.

day night



Dialog:	
Action:	(horse crashes through roof)
Timing:	

EPISODE # 100231

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

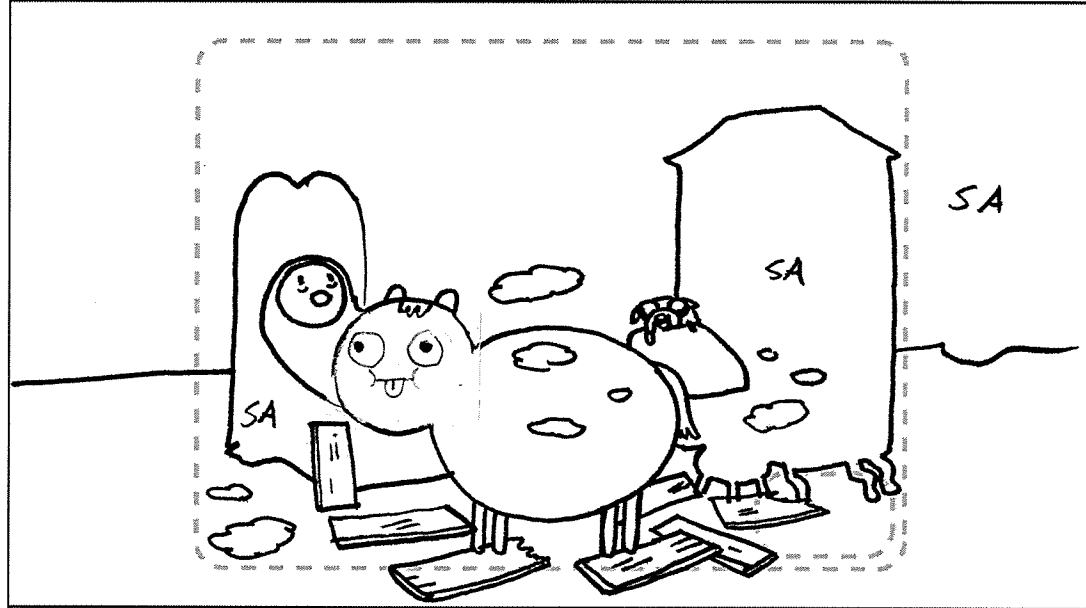


Sc. 115

Pnl. C

Bg.

day night

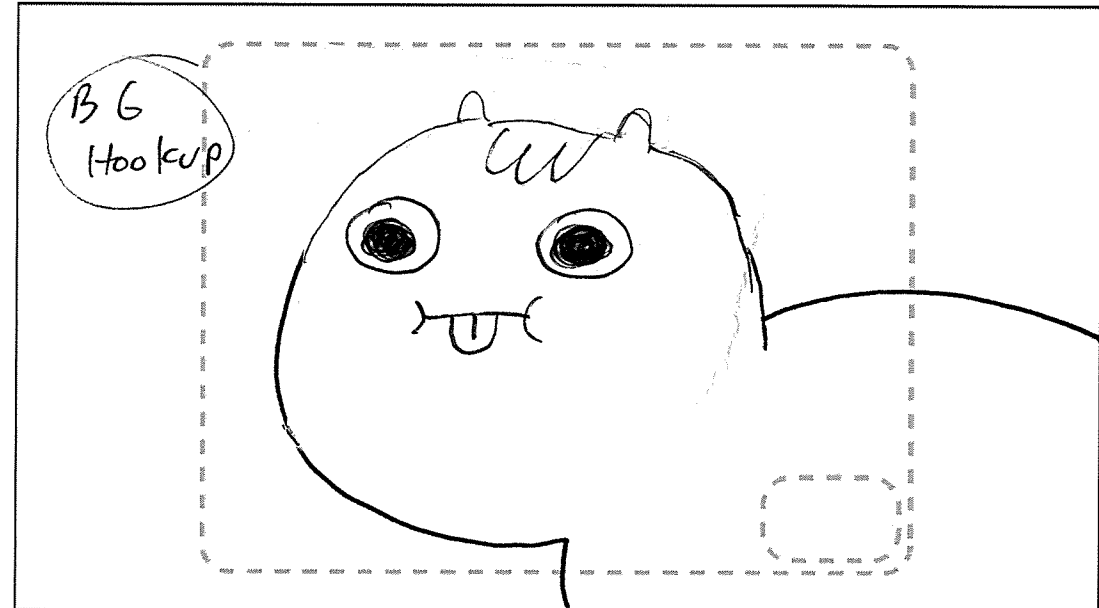


Sc. 116

Pnl. A

Bg.

day night



Page 162C

Dialog:

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



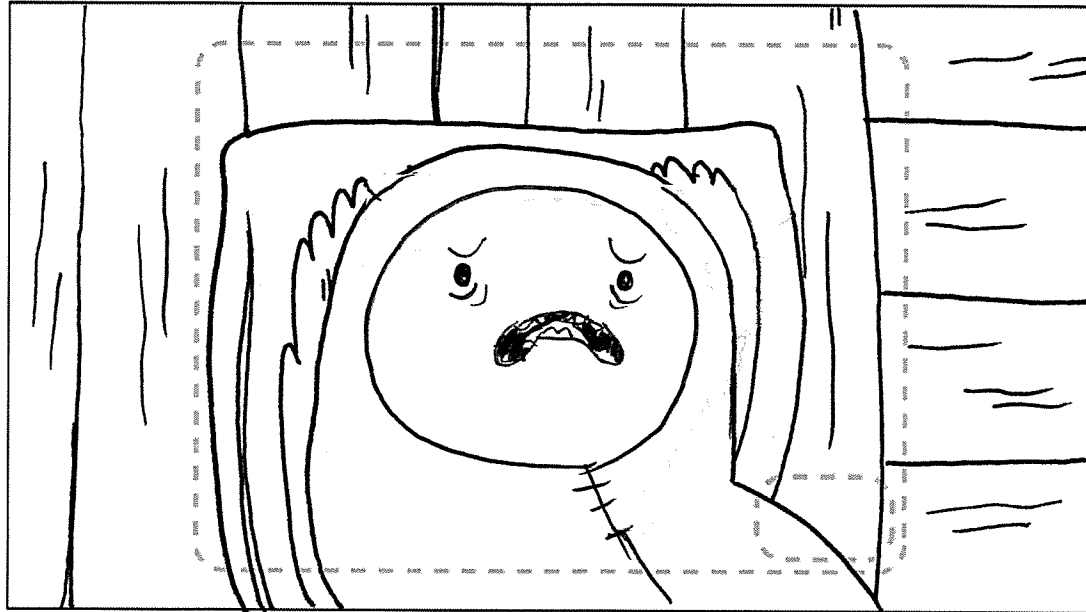
Page 163

Sc. 117

Pnl. A

Bg.

day night

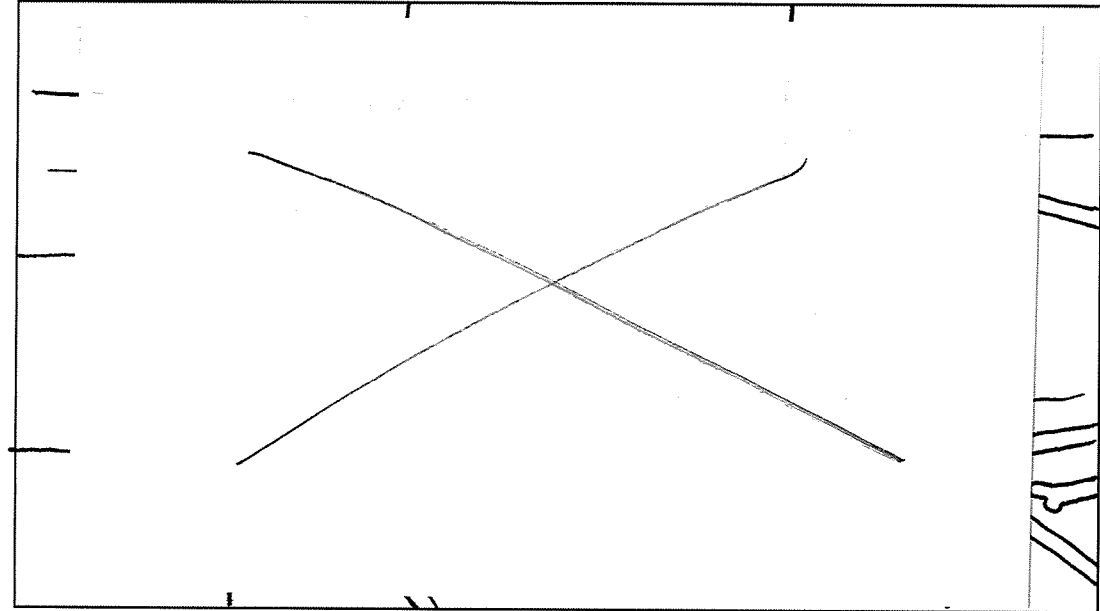


Sc. 118

Pnl. A

Bg.

day night



Dialog:

Fieh!!

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



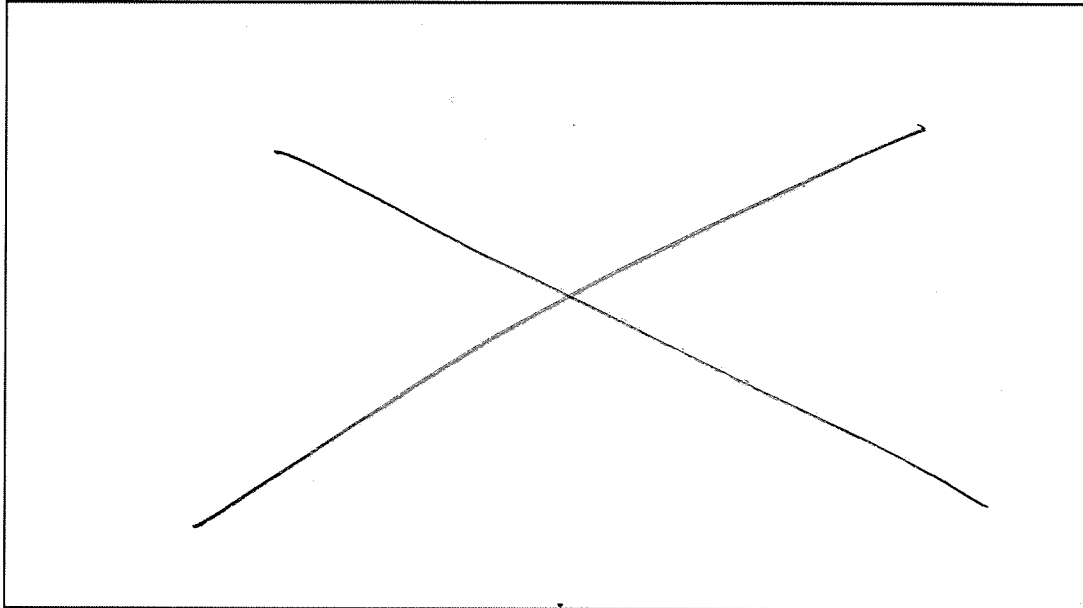
Page 164

Sc. 119

Pnl. A

Bg.

day night

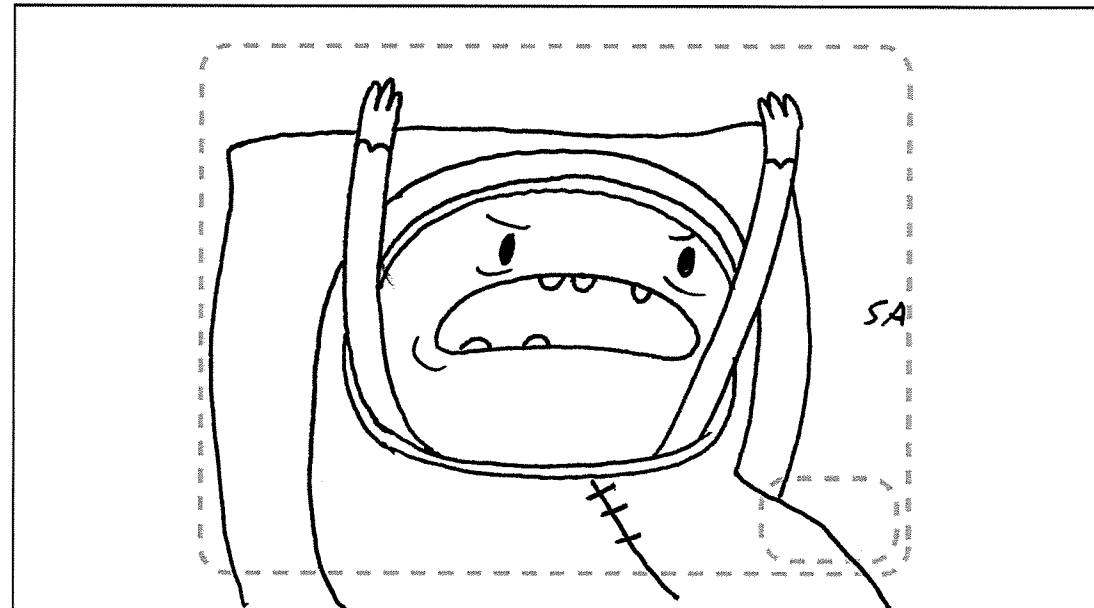


Sc. 120

Pnl. A

Bg.

day night



Dialog:

(F:) It's inside our house now?!

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



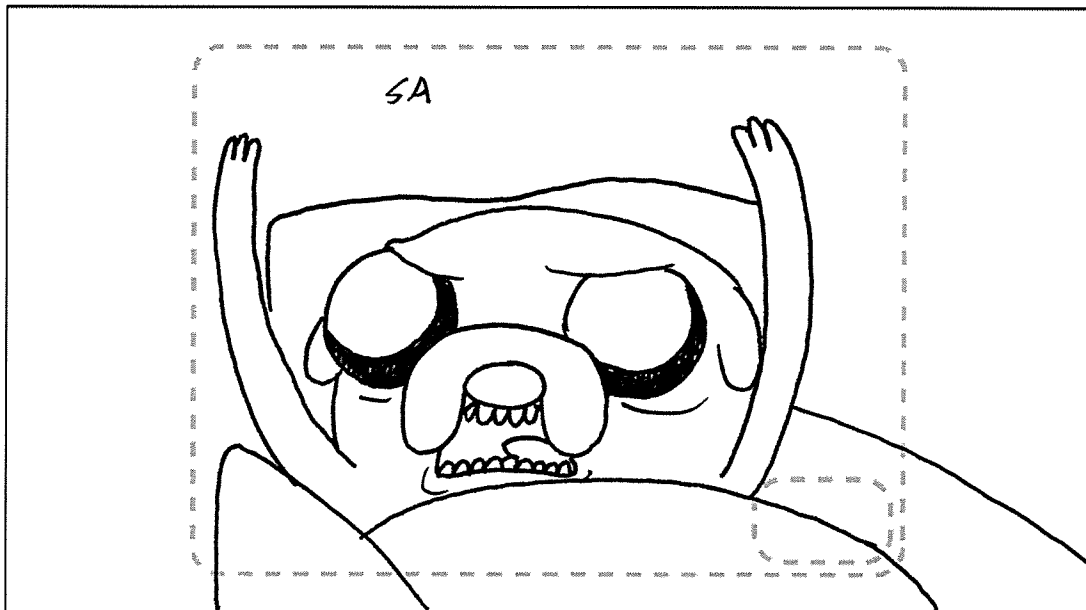
Page 165 → 167

Sc. 121

Pnl. A

Bg.

day night



Sc. 122

Pnl. A

Bg.

day night



Dialog:

J: That's obvious Finn!! You
don't have to say that outloud!!

F+ J: Aah!!

Action:

(F+J waving arms)

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



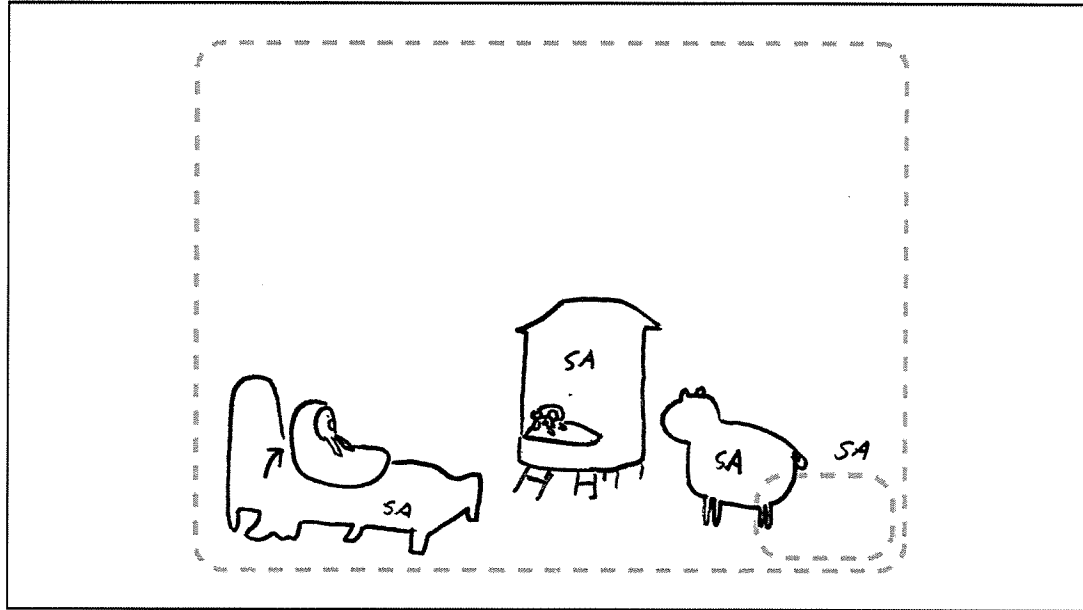
Page 167

Sc. 122

Pnl. D

Bg.

day night

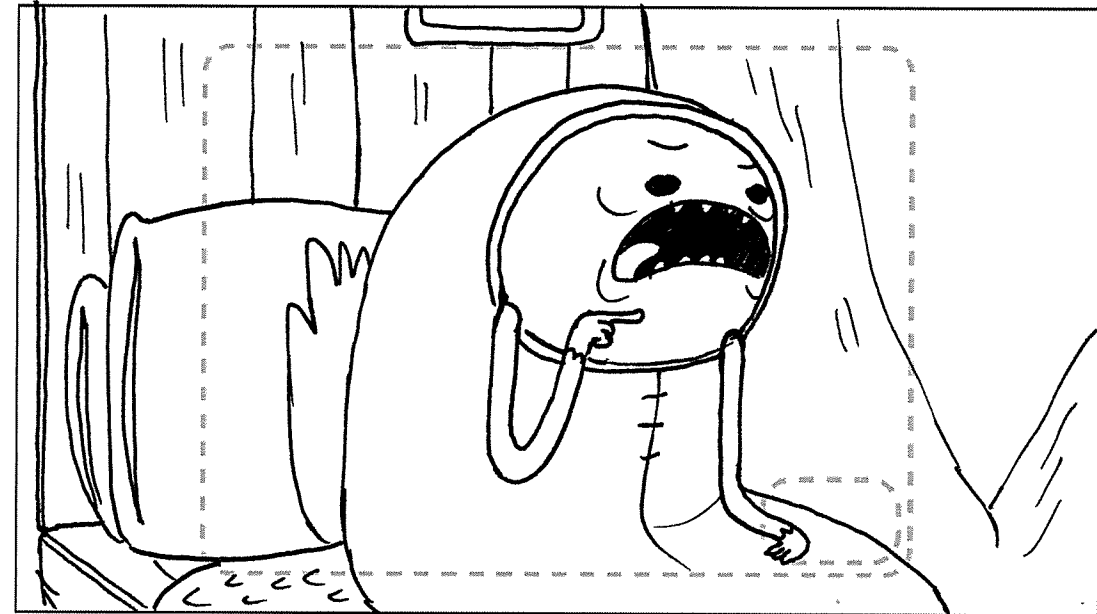


Sc. 123

Pnl. A

Bg.

day night



Dialog:

Finn: ^{HEY!!} This is all your fault dude!
Ehhhhh!...

If you weren't so handsome animals
wouldn't always be staring at you!

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

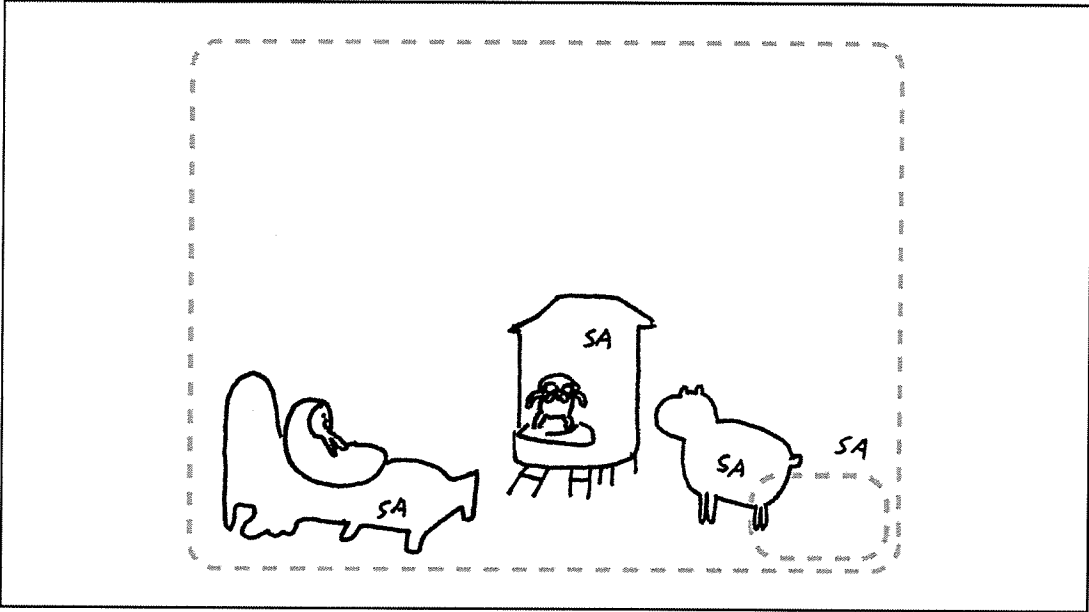


Sc. 124

Pnl. A

Bg.

day night

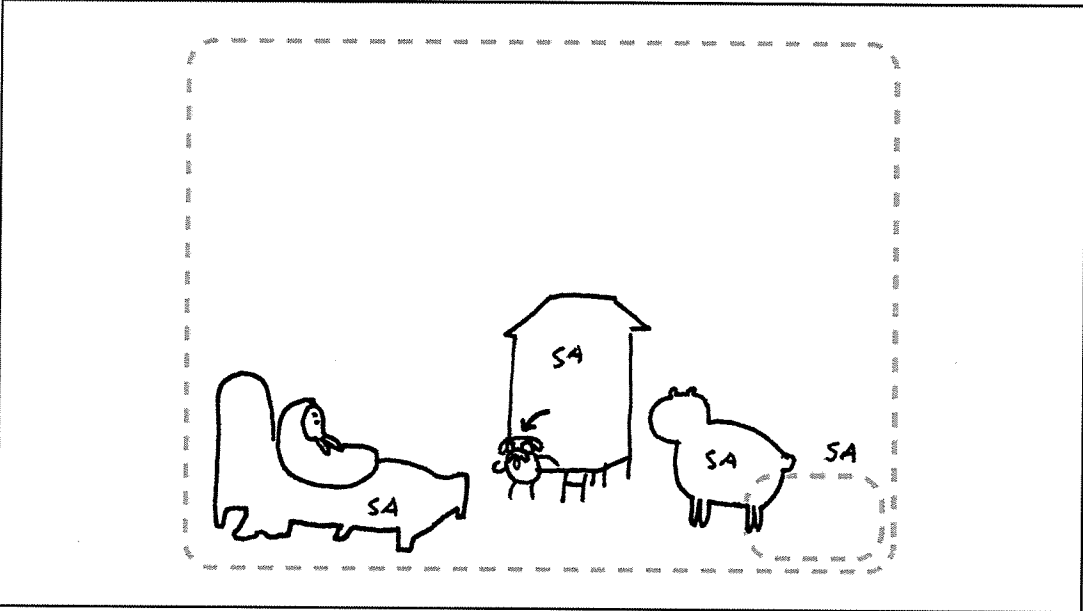


Sc.

Pnl. B

Bg.

day night



Dialog:

Take: Me?!

Action:

Timing:



100231

EPISODE #

Production :

ADVENTURE TIME



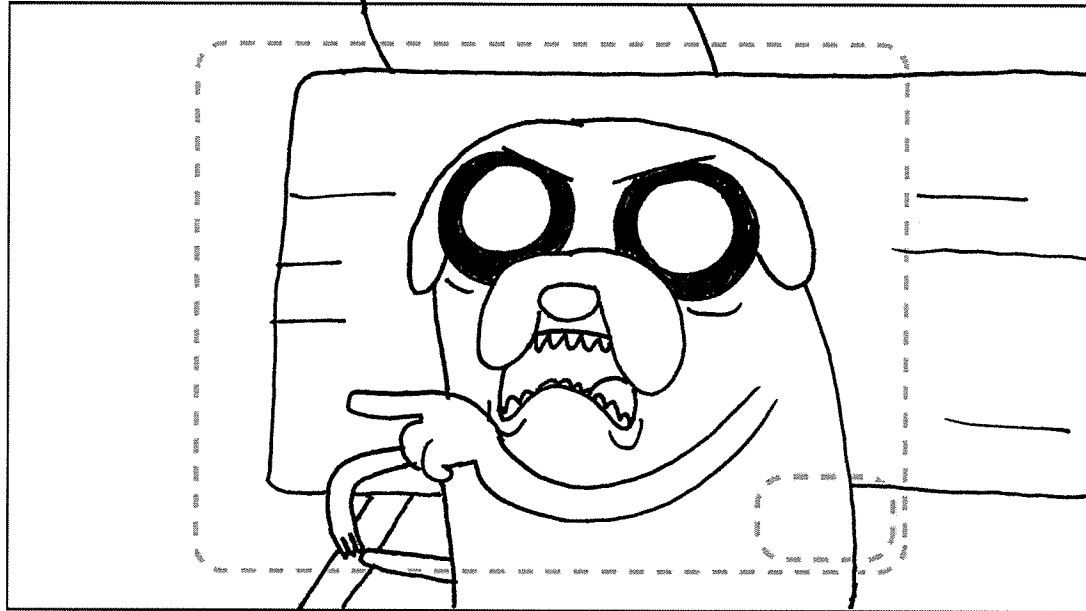
Page 169

Sc. 125

Pnl. A

Bg.

day night

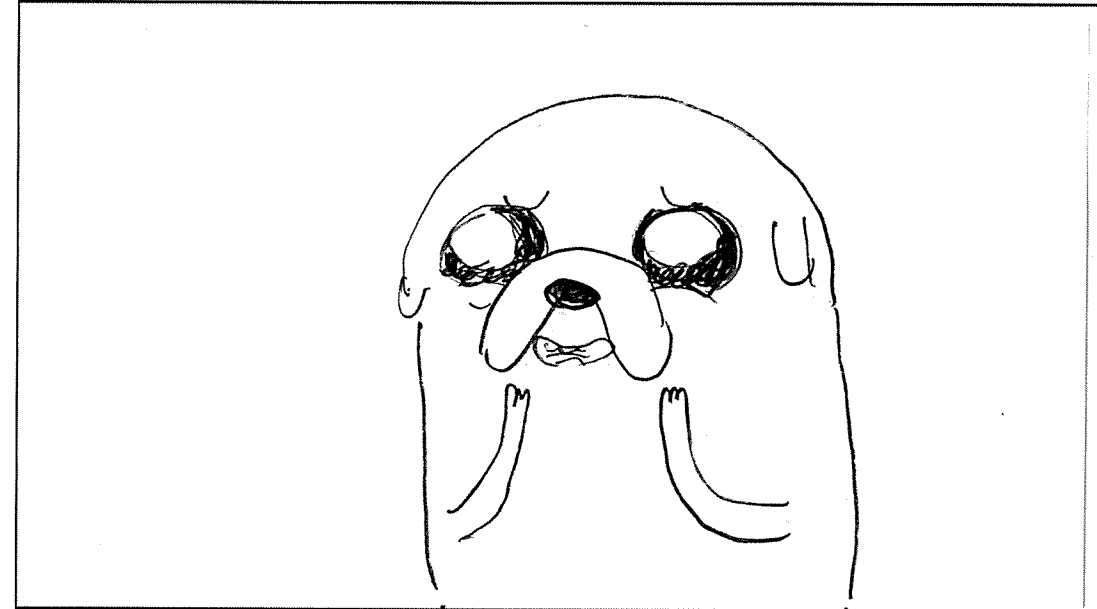


Sc.

Pnl. B

Bg.

day night



Dialog:

you're just mad at me

for being handsome?

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

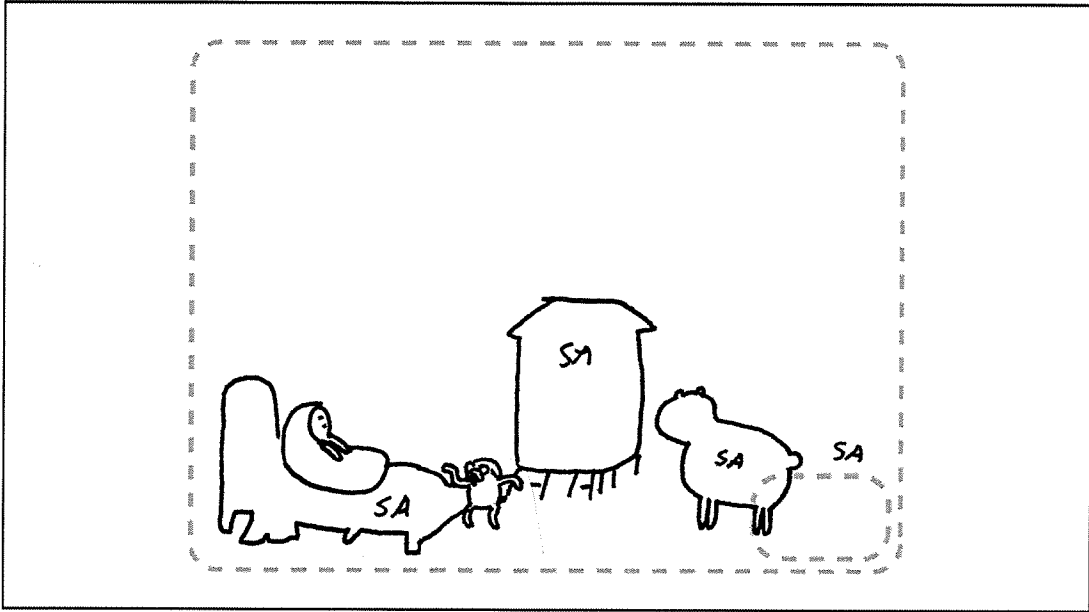


Sc. 126

Pnl. A

Bg.

day night

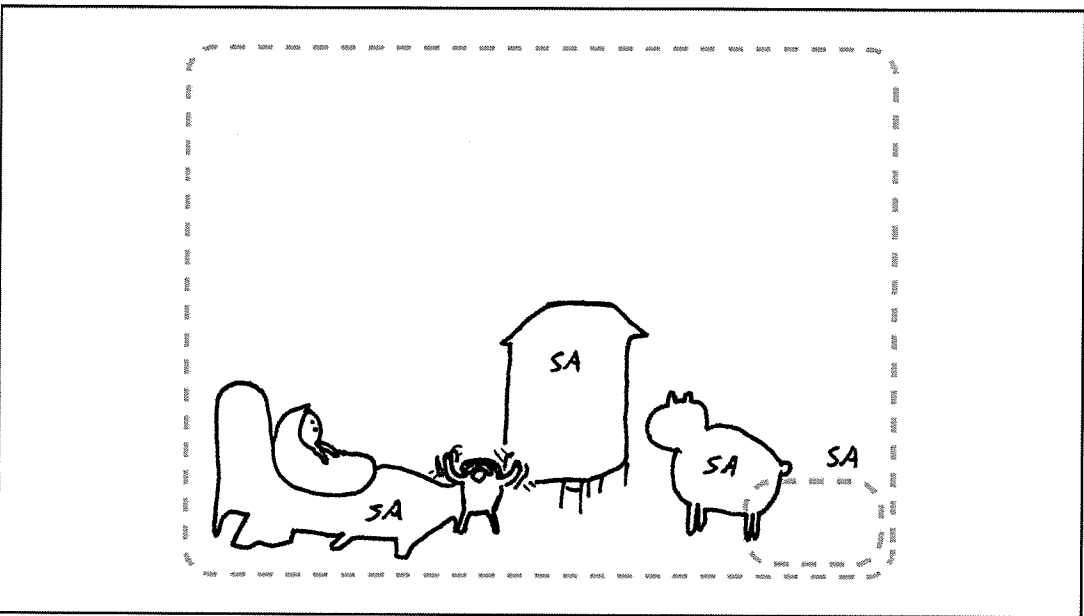


Sc.

Pnl. B

Bg.

day night



Dialog:	Jake: but Finn.. you're the one who told me to lure snakes!!	Jake: Ahh!!
Action:		
Timing:		

100231

EPISODE #

Production :

ADVENTURE TIME



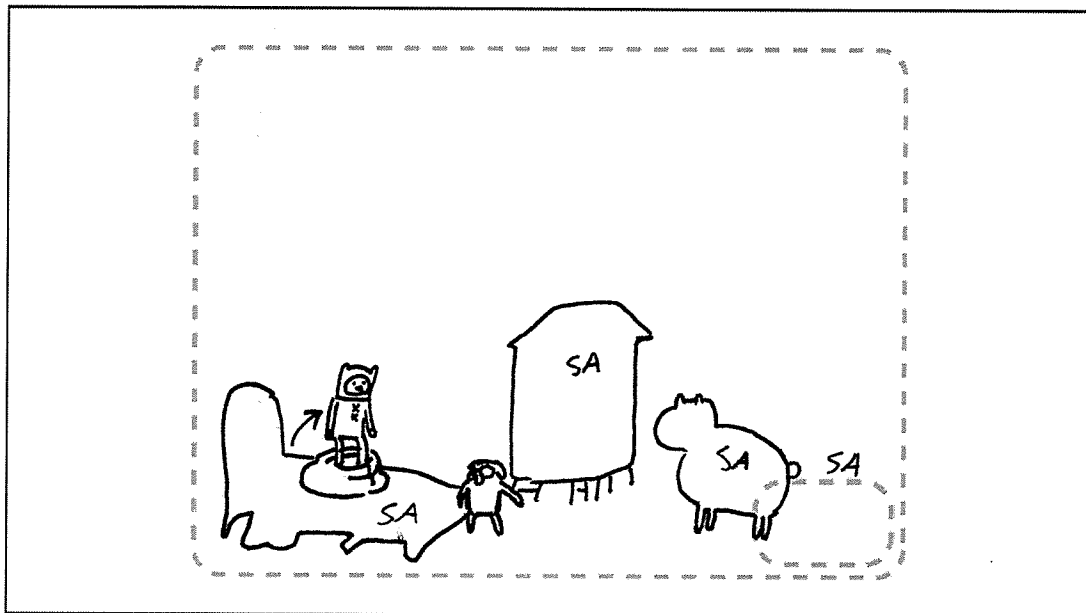
Page 171 → 174

Sc. 126

Pnl. C

Bg.

day night

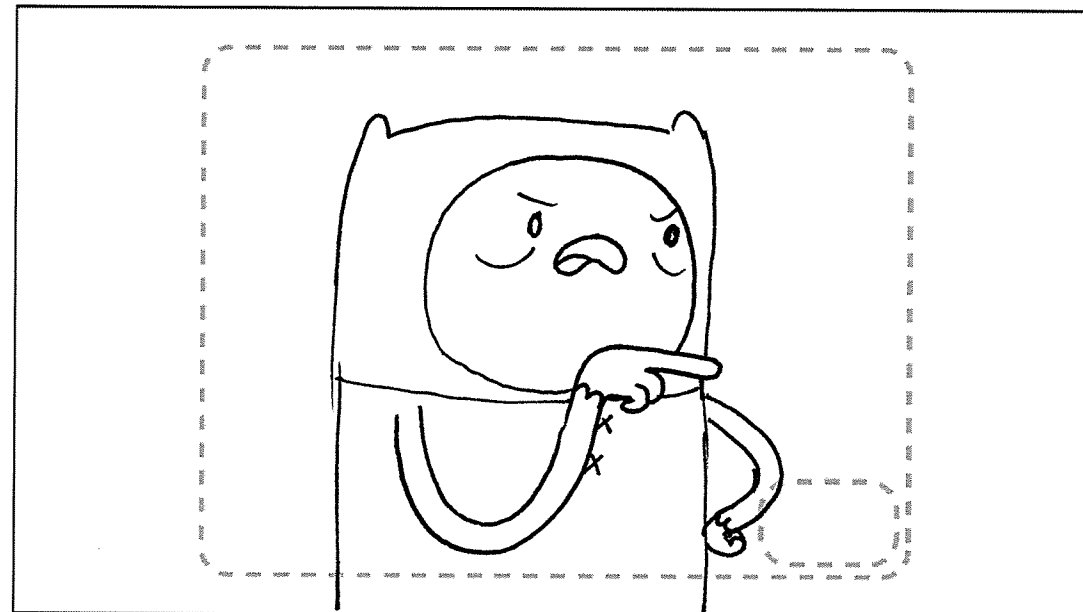


Sc. 127

Pnl. A

Bg.

day night



Dialog:

Finn: I told you to lure the horse!!

YOU CURED THE SNAKES!!

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

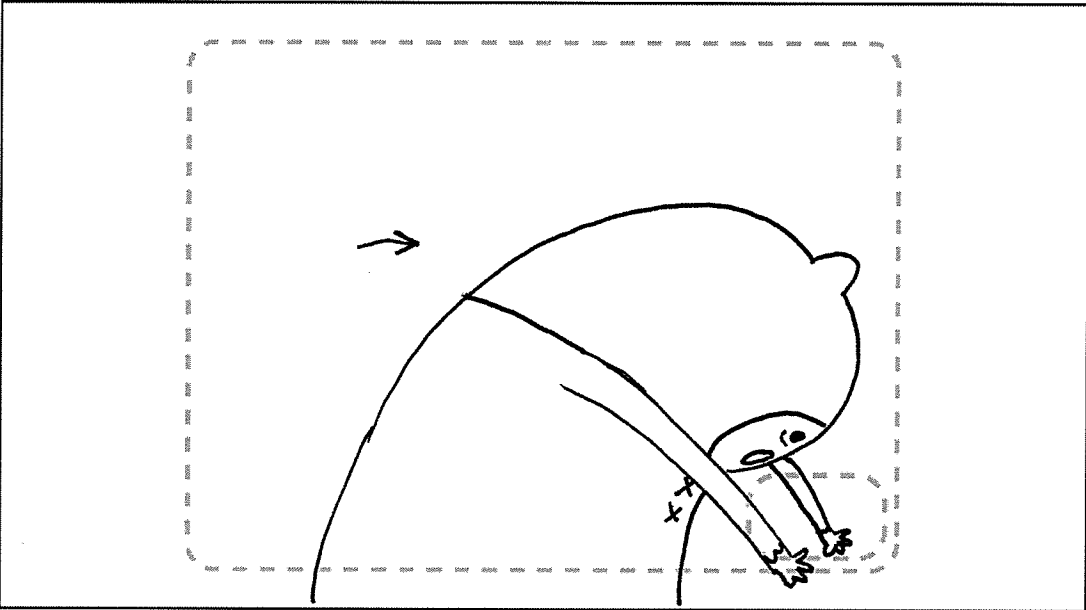


Sc. 127

Pnl. F

Bg.

day night

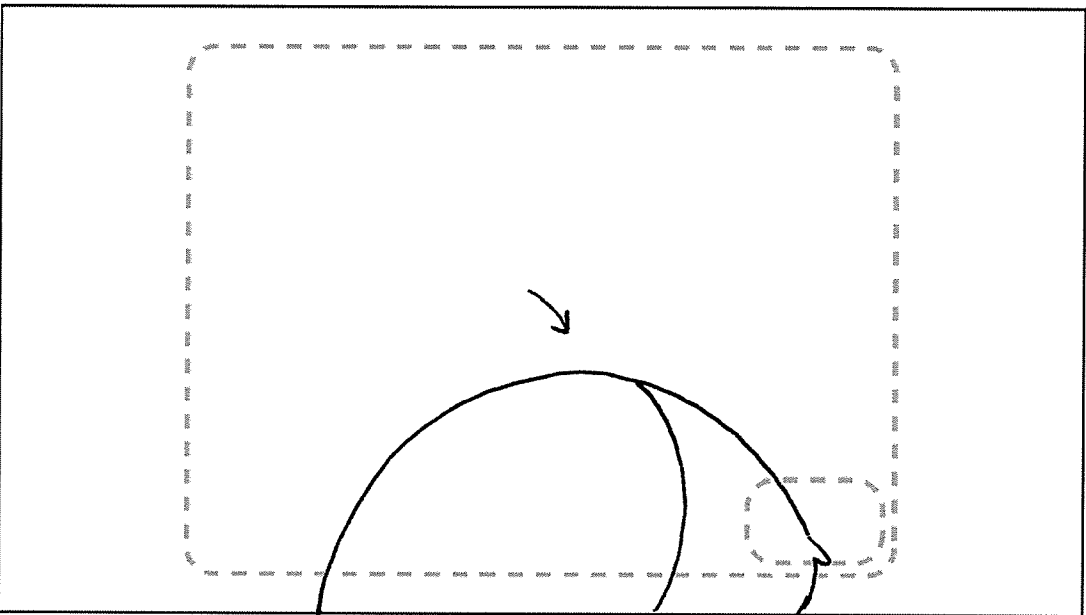


Sc.

Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

100201

EPISODE #

Production :

ADVENTURE TIME

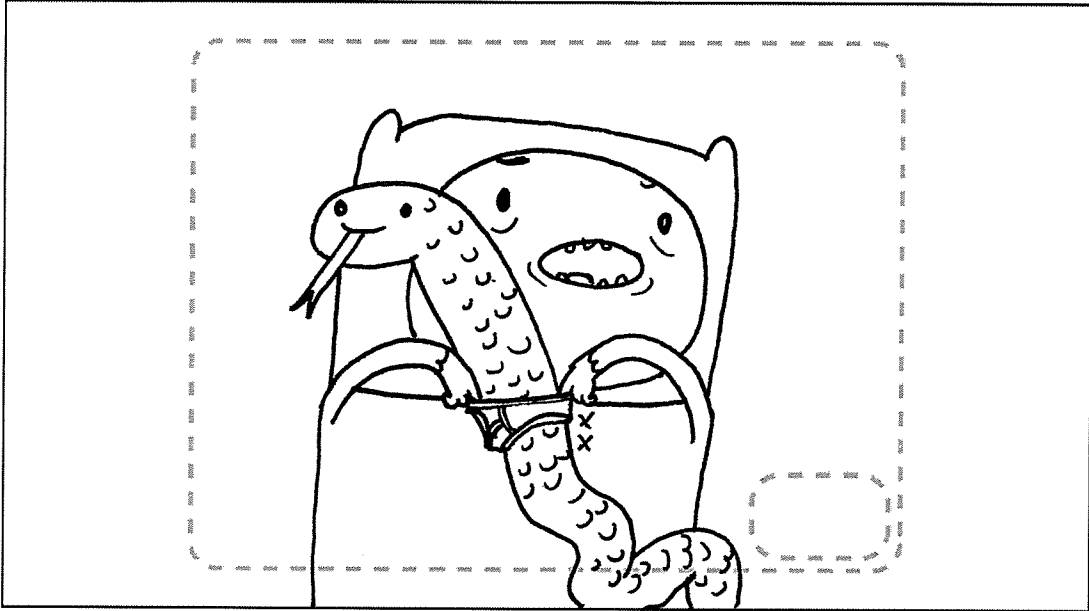


Sc. 127

Pnl. H

Bg.

day night

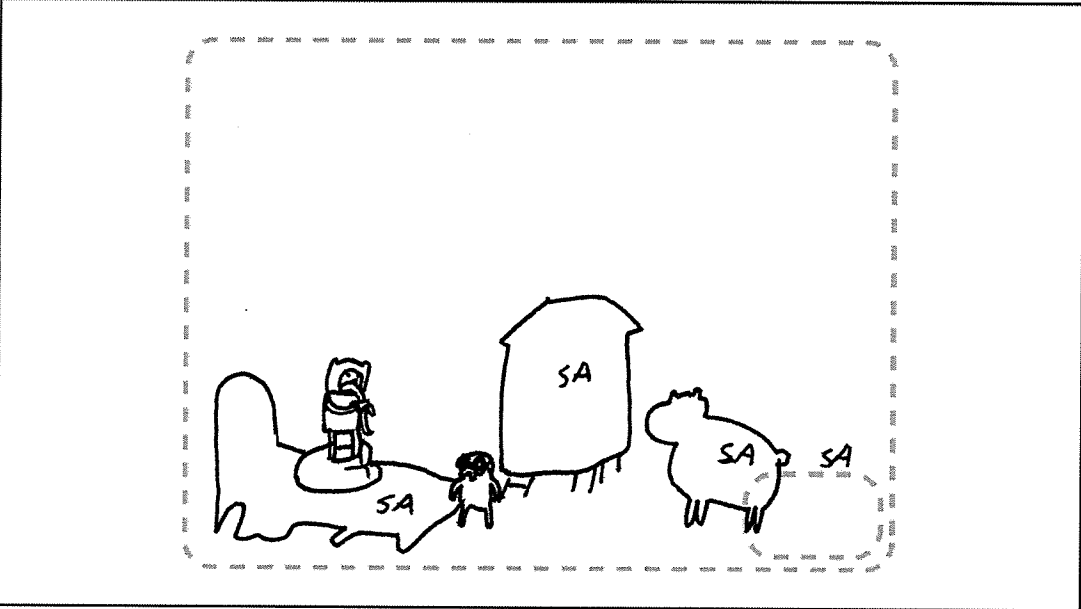


Sc. 128

Pnl. A

Bg.

day night



Dialog:

F: There's one here in my underpants!

Finn: Wait a minute dude!

Action:

Timing:

10021
EPISODE #

Production :

ADVENTURE TIME

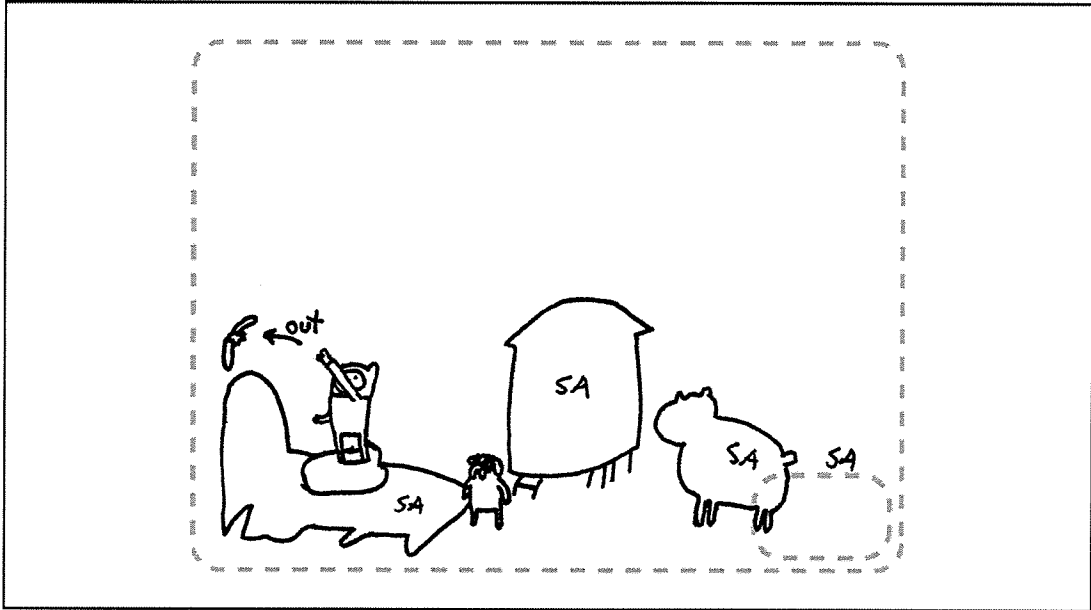


Sc. 128

Pnl. B

Bg.

day night

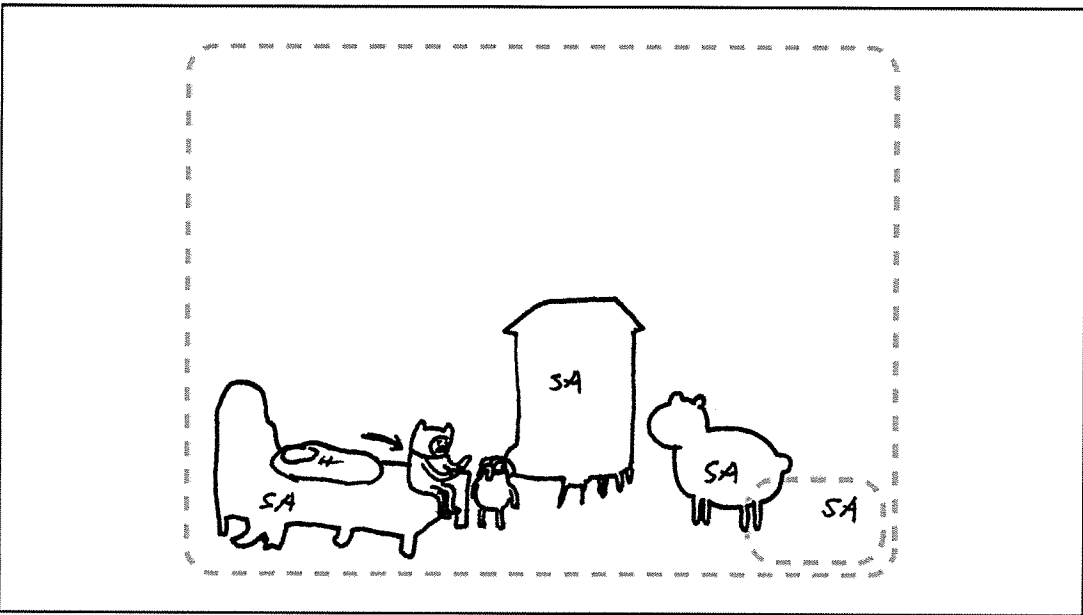


Sc.

Pnl. C

Bg.

day night



Dialog:

Finn: Can't you see what this horse is doing?

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

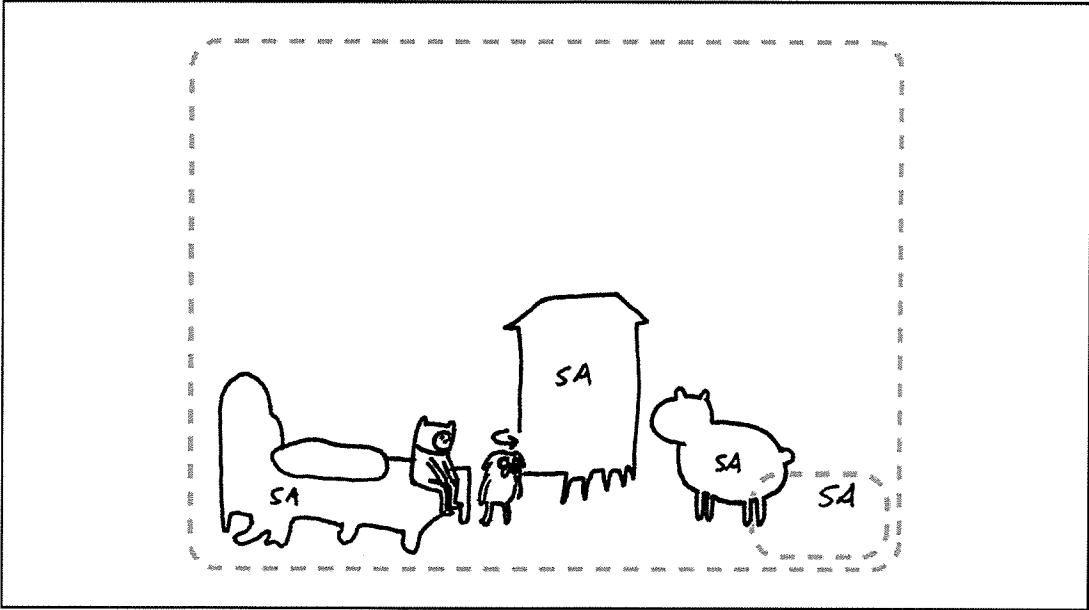


Sc. 128

Pnl. D

Bg.

day night

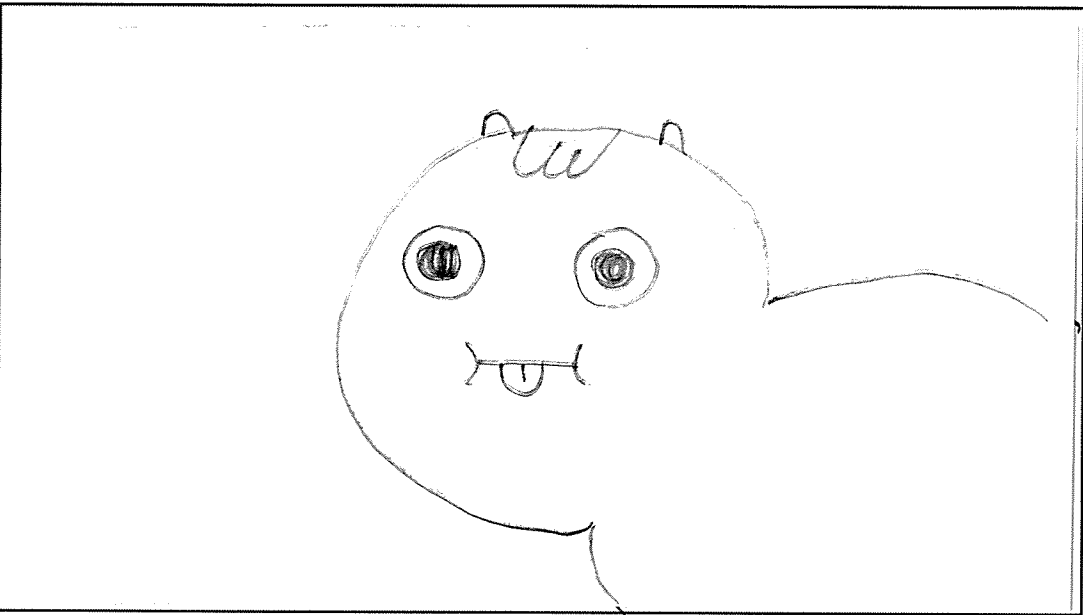


Sc. 129

Pnl. A

Bg.

day night



Dialog:

Action: (Jake takes a look)

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



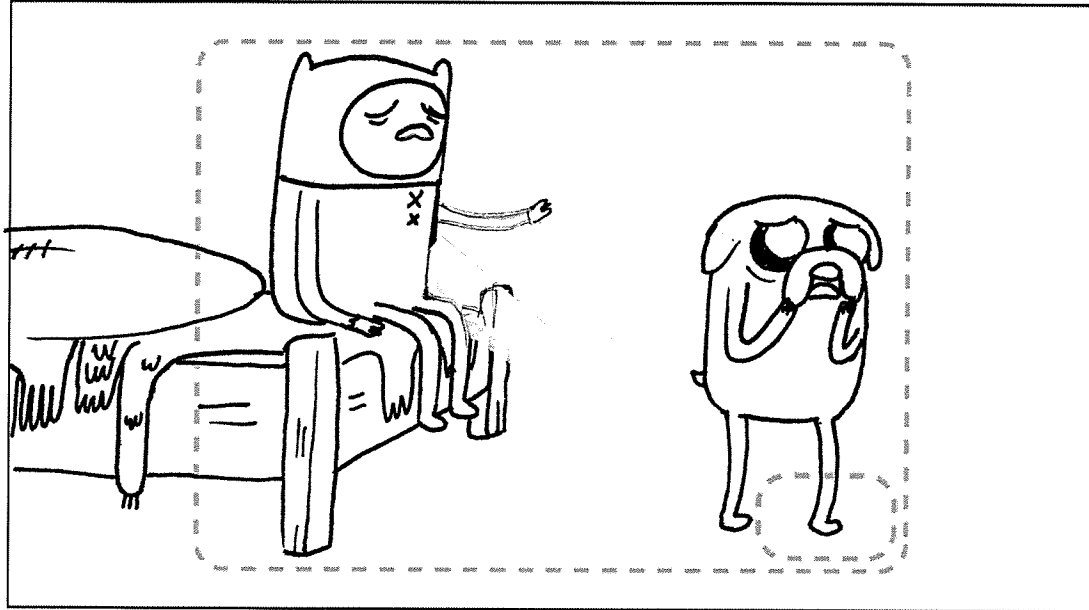
Page 178

Sc. 130

Pnl. A

Bg.

day night

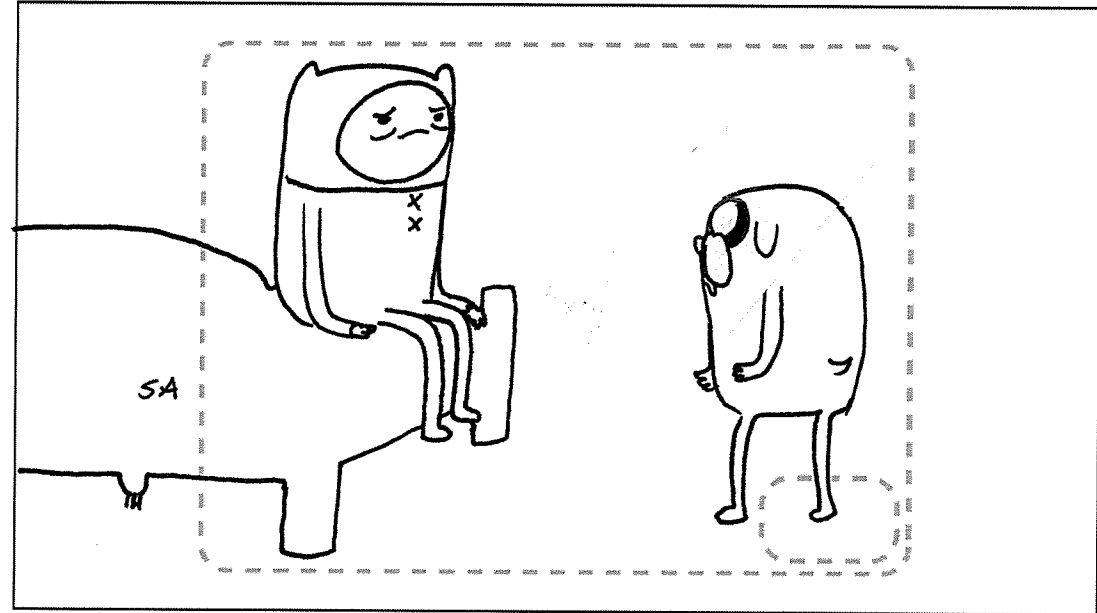


Sc.

Pnl. B

Bg.

day night



Dialog:

F: It's tearing us apart.

Jake: oh man!! you're right!

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



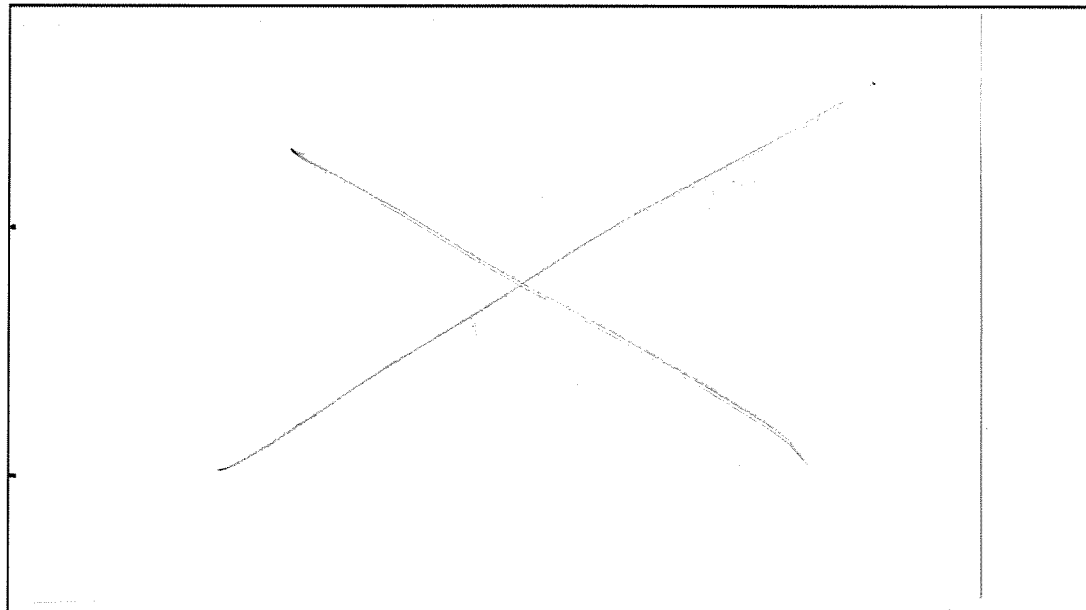
Page 179

Sc. 130

Pnl. C

Bg.

day night

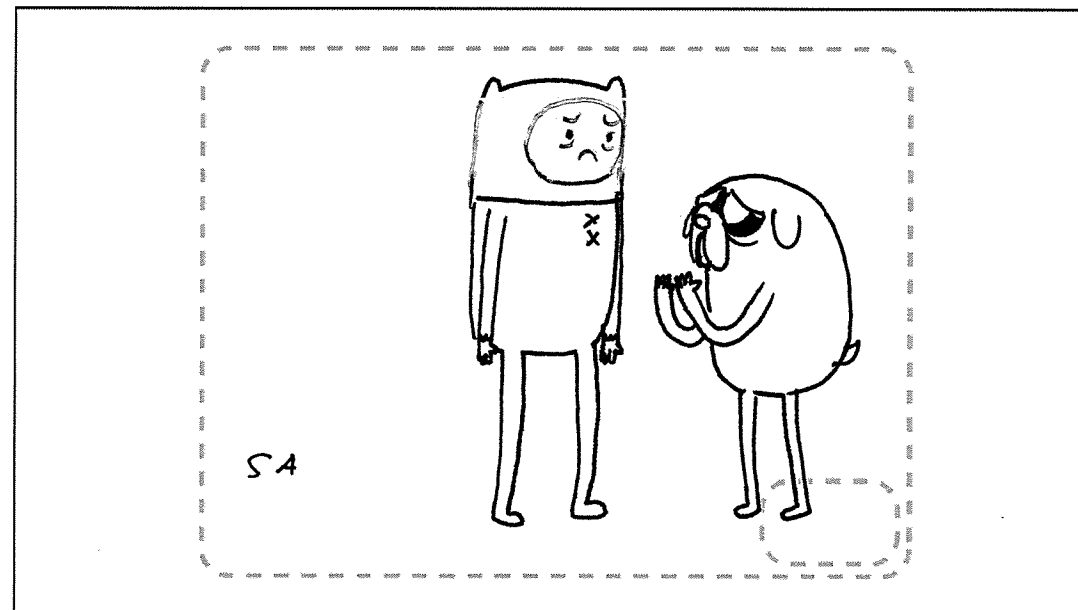


Sc.

Pnl. D

Bg.

day night



Dialog

Action

Timing

① We have to get rid of this horse.

100231
EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

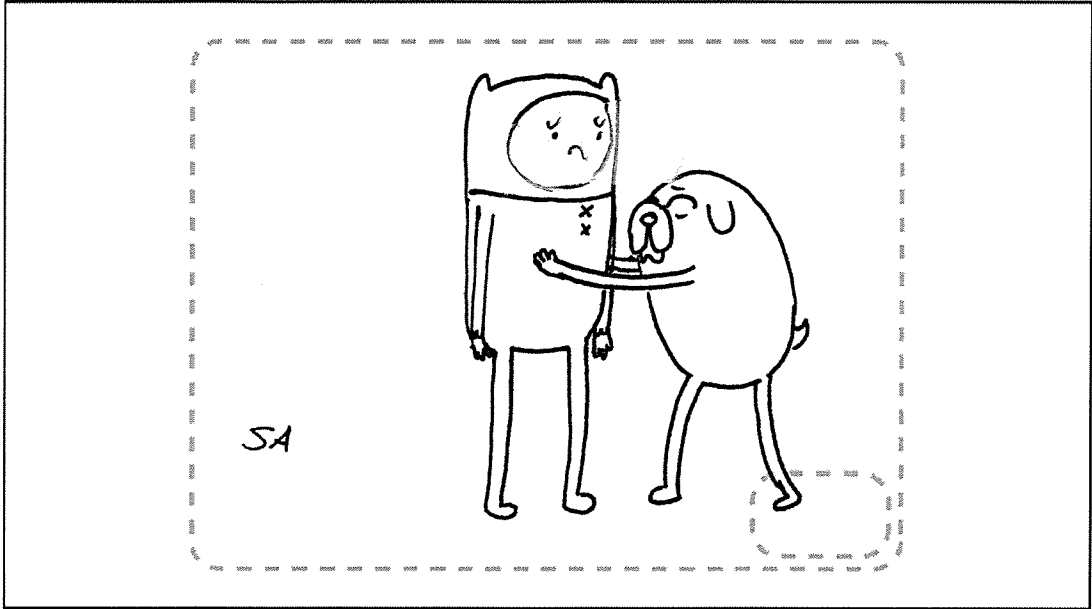


Sc. 130

Pnl. E

Bg.

day night

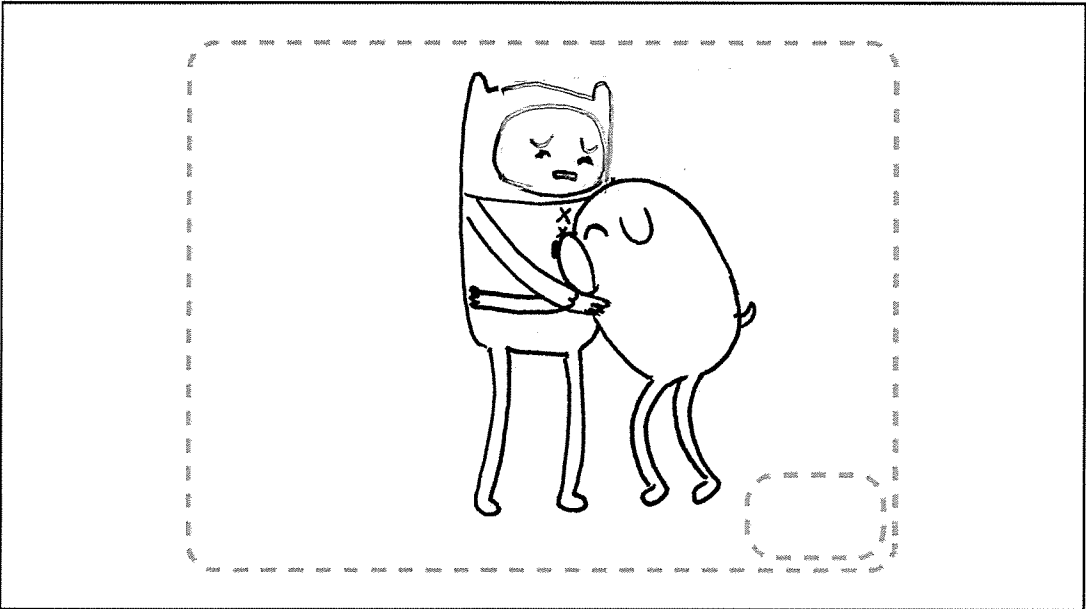


Sc.

Pnl. F

Bg.

day night



Dialog: Jake: for us!

FINN: I know, bro! I know..

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

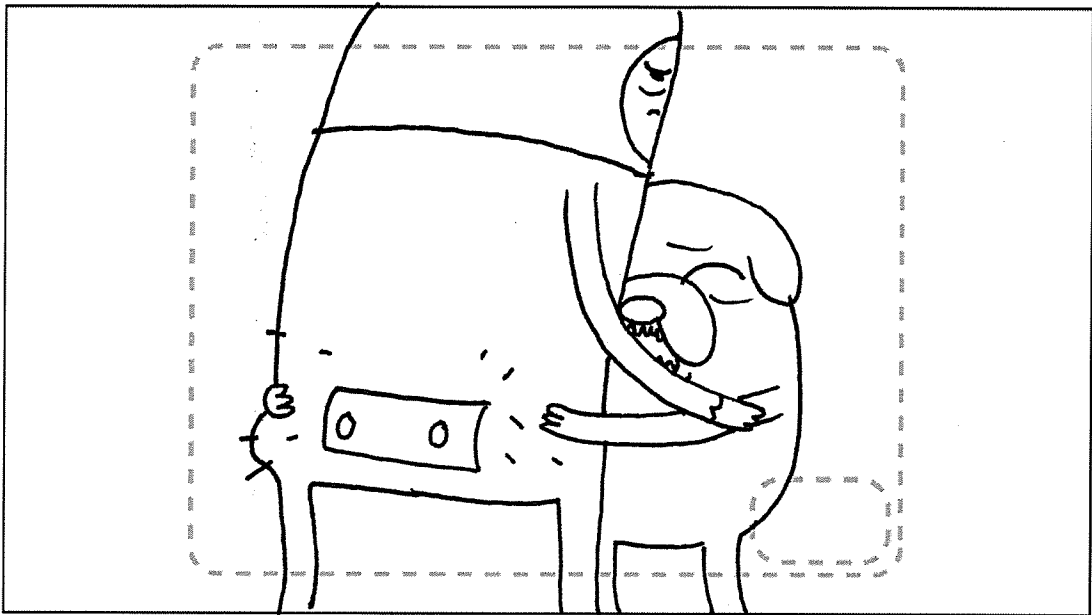


Sc. 131

Pnl. A

Bg.

day night

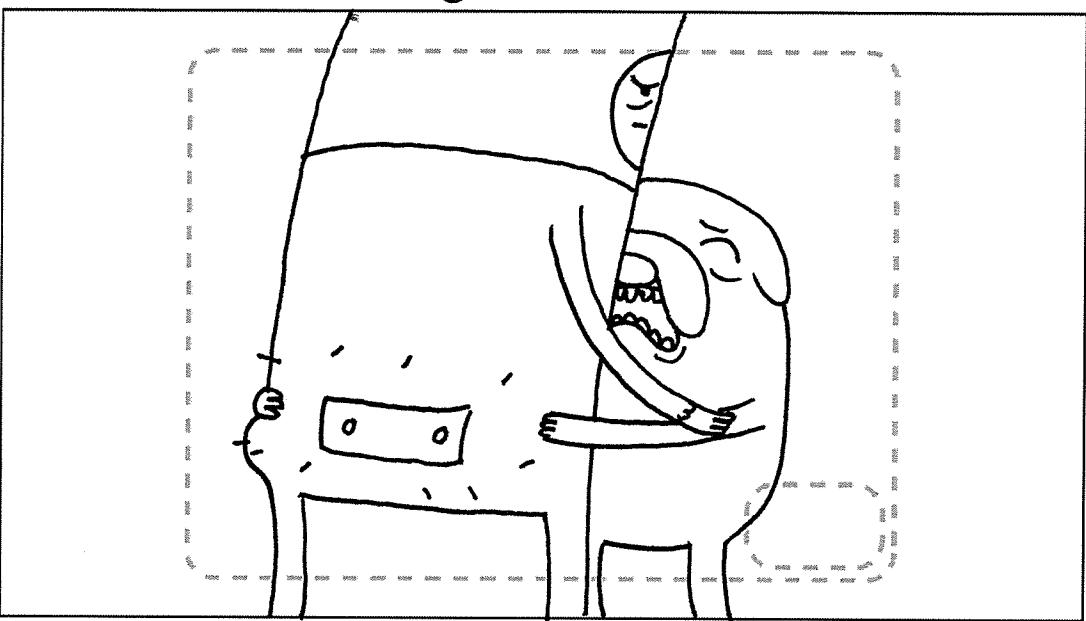


Sc.

Pnl. B

Bg.

day night



Dialog: Jake: OH FINN..

Action:

Timing:

Jake: this horse..

100231
EPISODE #

Production #

ADVENTURE TIME

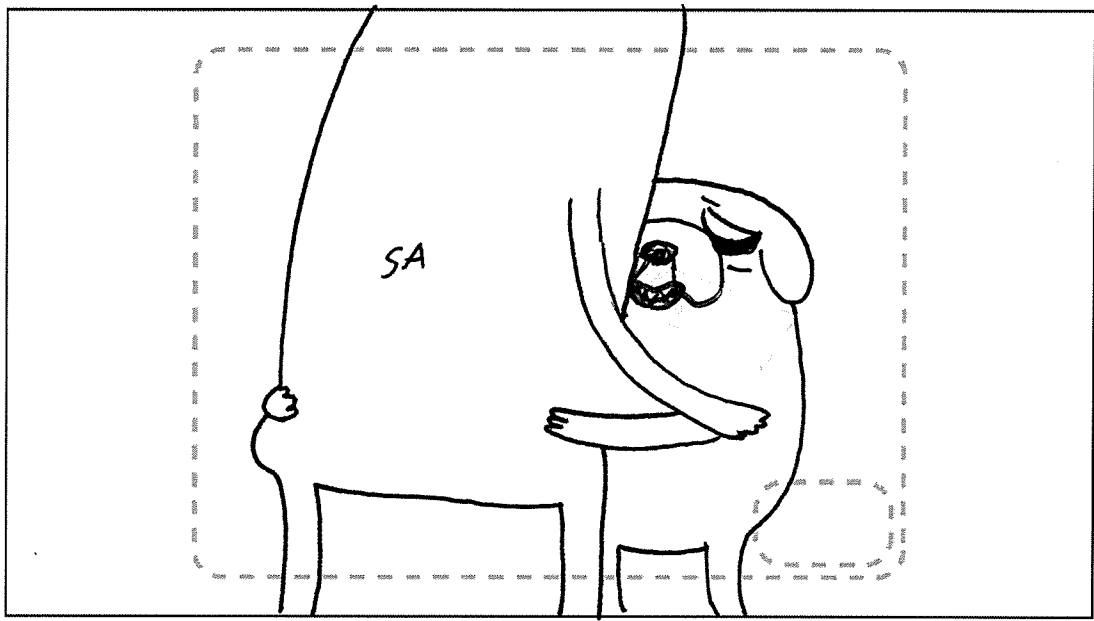


Sc. 131

Pnl. C

Bg.

day night

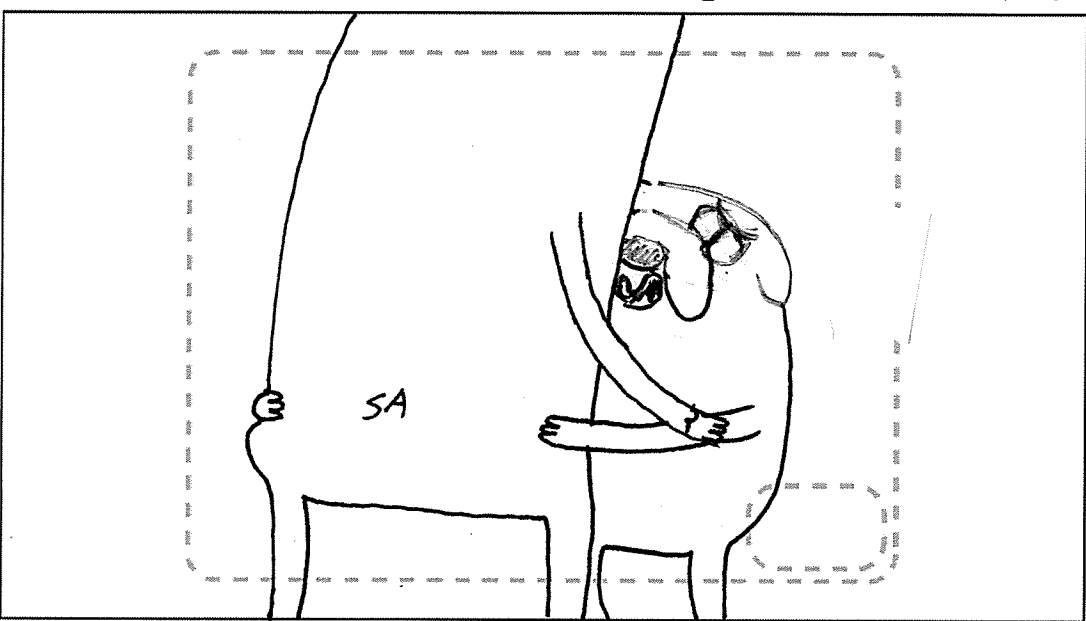


Sc.

Pnl. D

Bg.

day night

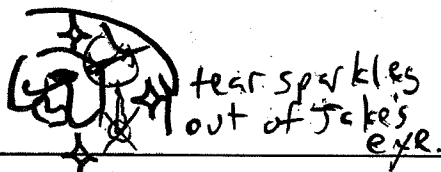


Dialog:

Jake: This horse is bringing us
together now!

Jake: This horse is a blessing.

Action:



Timing:

100231
EPISODE #

Production :

ADVENTURE TIME



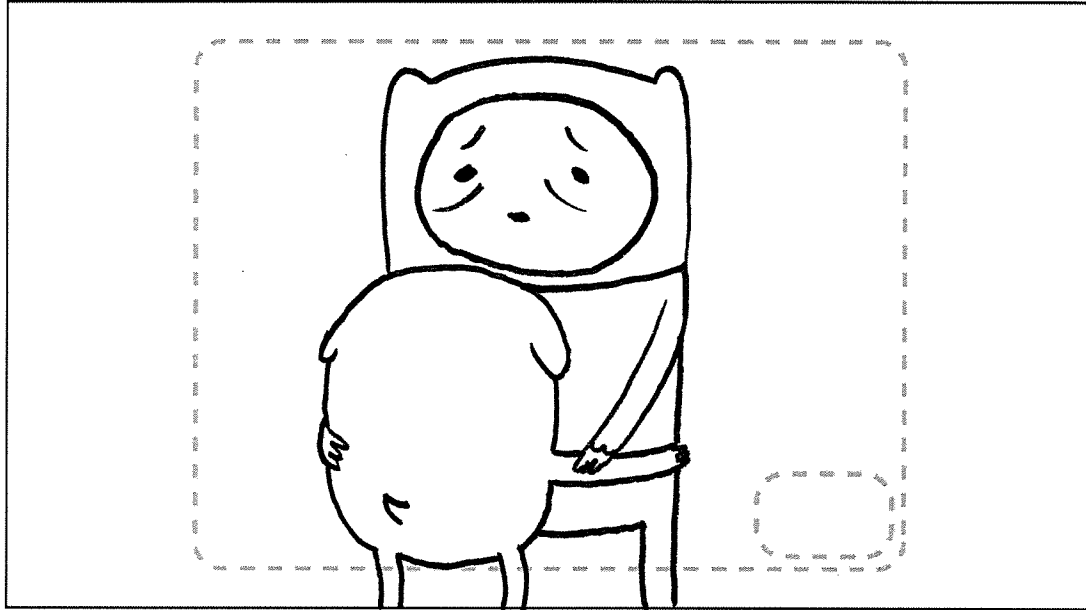
Page 183

Sc. 132

Pnl. A

Bg.

day night

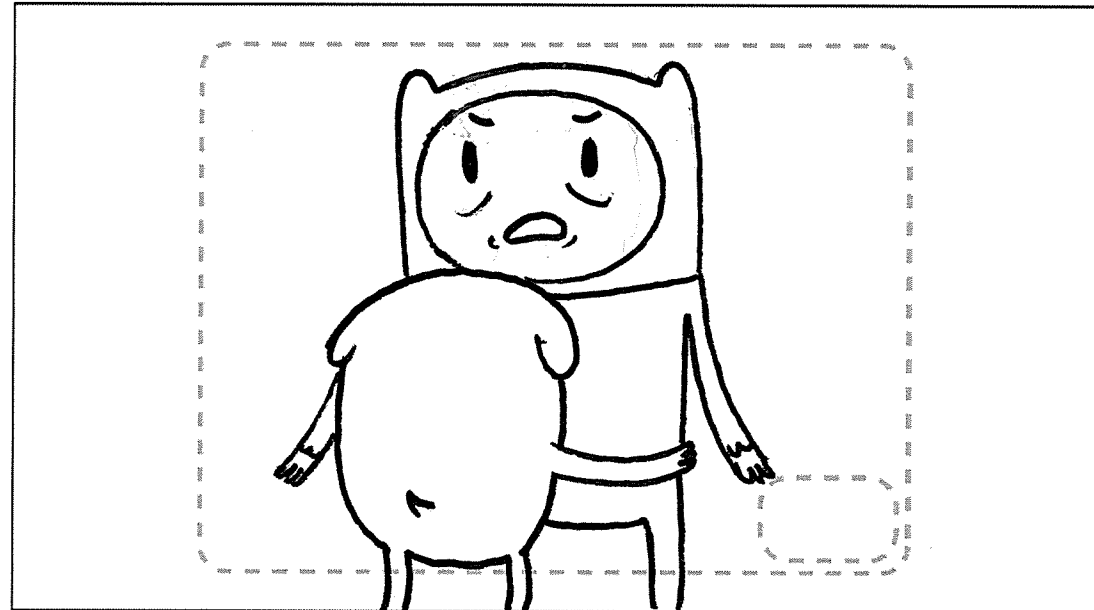


Sc.

Pnl. B

Bg.

day night



Dialog:

F: whst?!

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

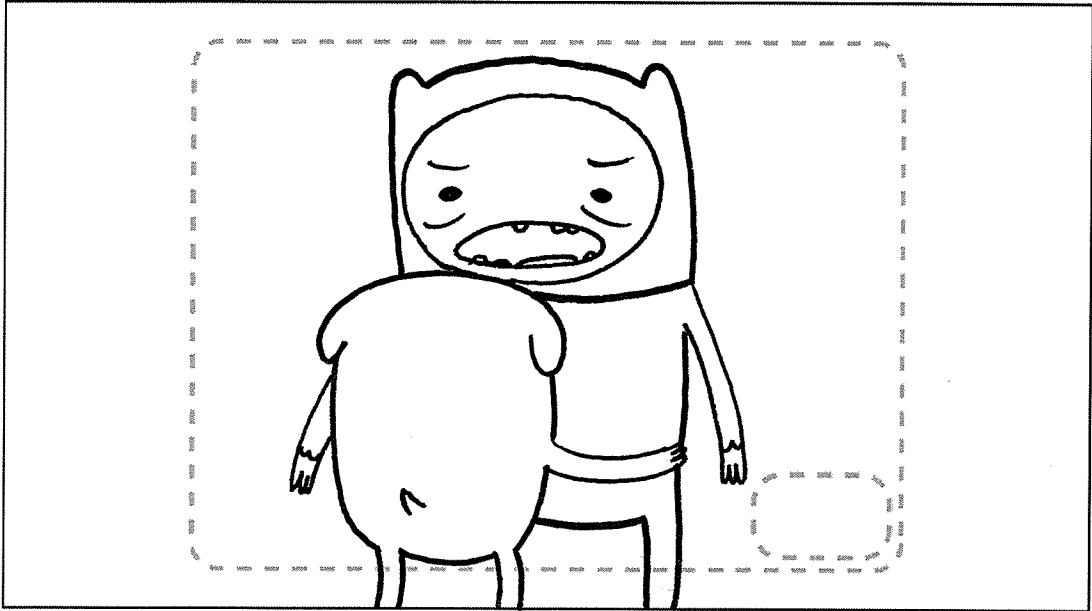


Sc. 132

Pnl. C

Bg.

day night

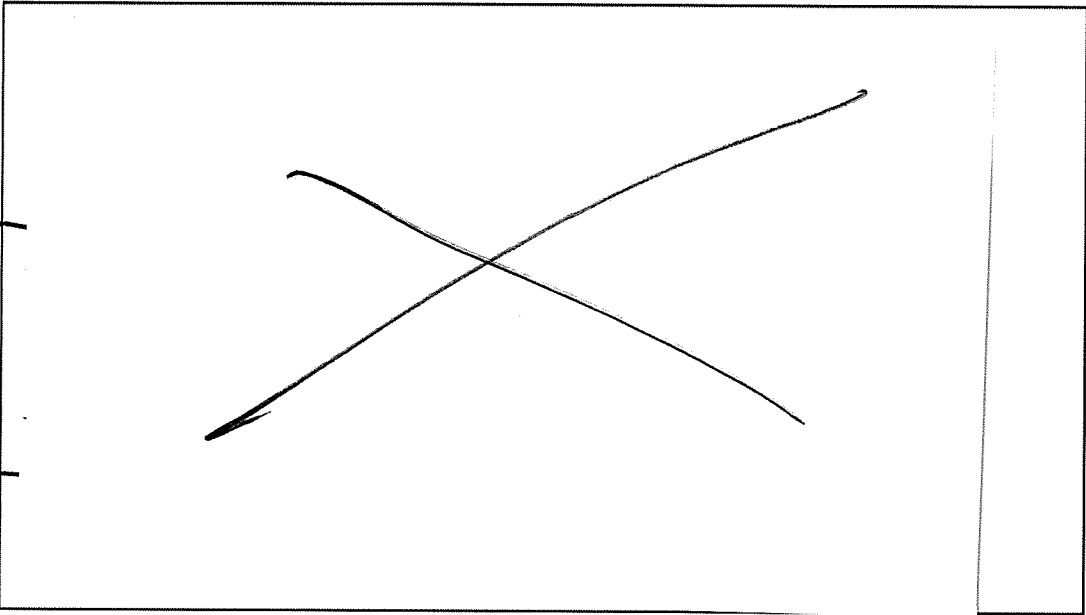


Sc. 133

Pnl. A

Bg.

day night



Dialog:

Finn: YOU'VE LOST IT MAN!!
YOU'VE GOTTE SLEEPY INSANE!!

Action:

Timing:

100231
EPISODE #

Production :

ADVENTURE TIME



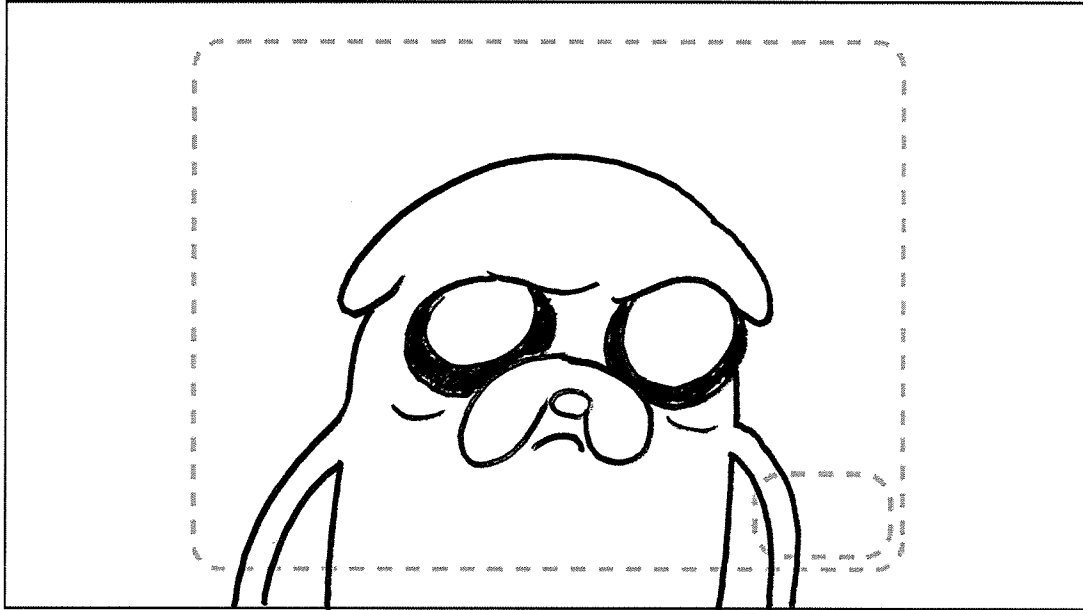
Page 187

Sc. 134

Pnl. A

Bg.

day night

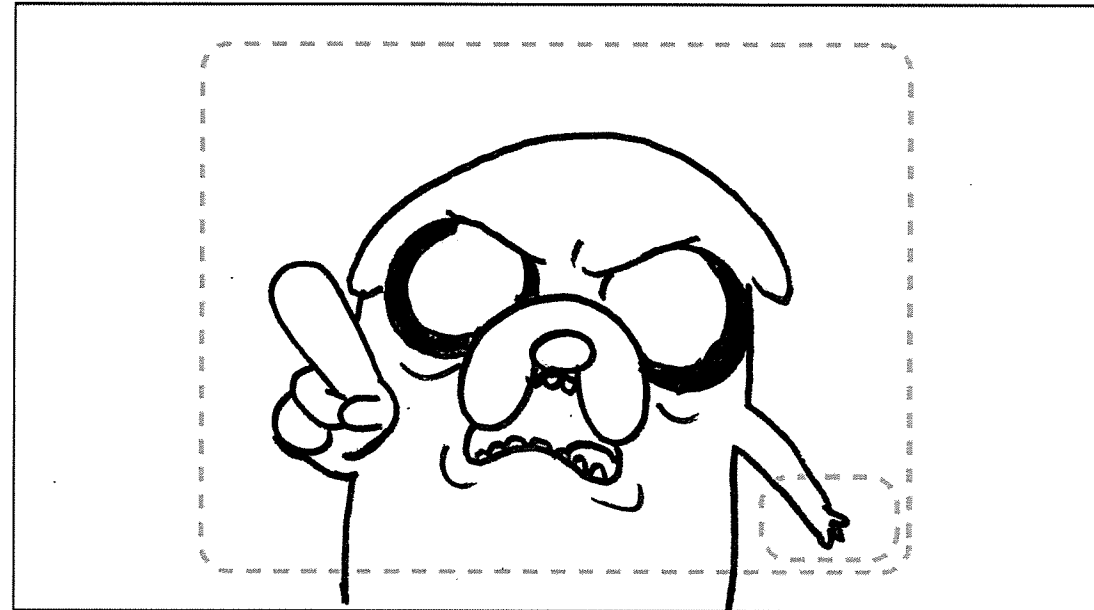


Sc.

Pnl. B

Bg.

day night



Dialog:

J: ~~GO!!!~~ YOUUUUU!!!

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

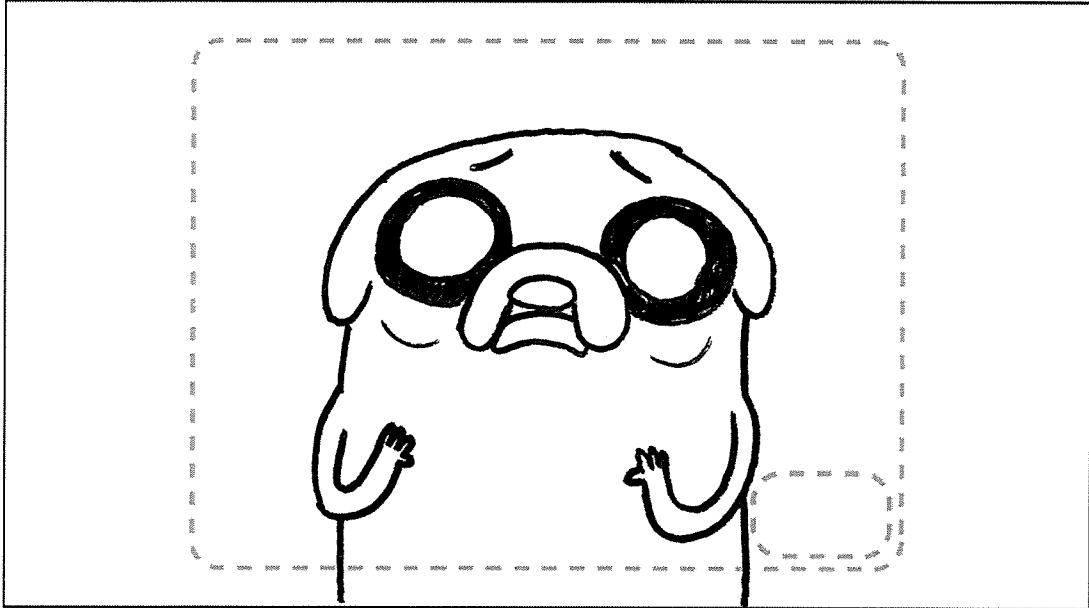


Sc. 134

Pnl. C

Bg.

day night

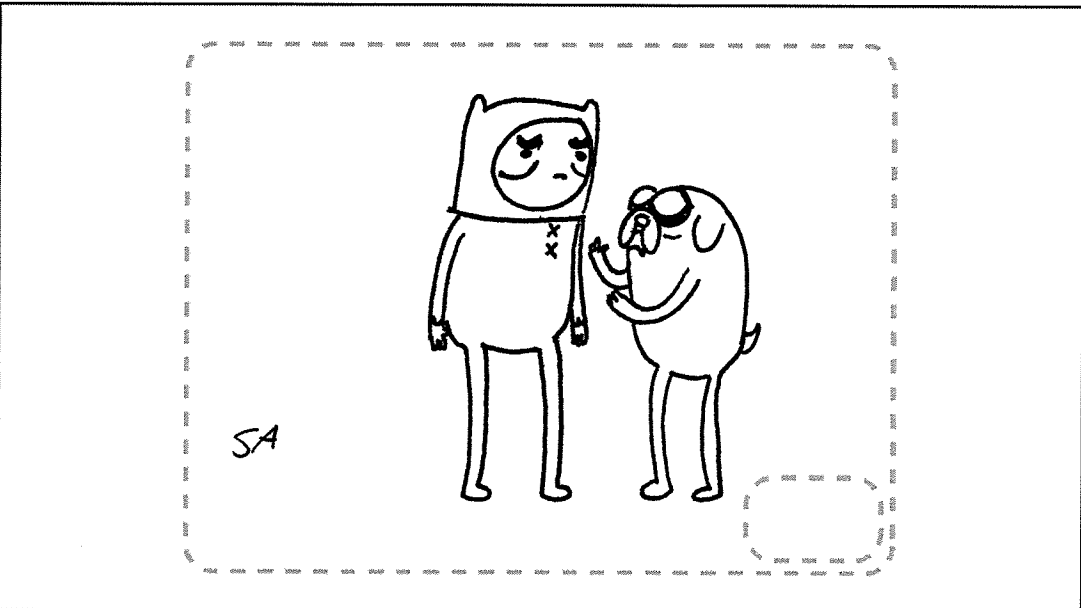


Sc. 135

Pnl. A

Bg.

day night



Dialog:

Wait!

Jake: Oh wait!

Action:

Timing:

10021

EPISODE #

Production :

ADVENTURE TIME

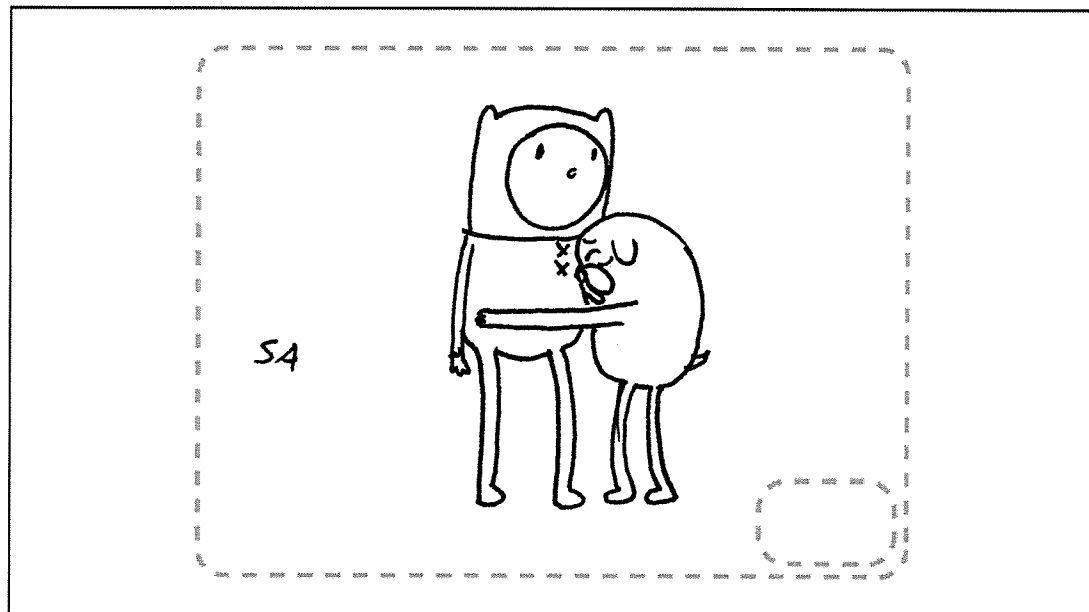


Sc. 135

Pnl. B

Bg.

day night

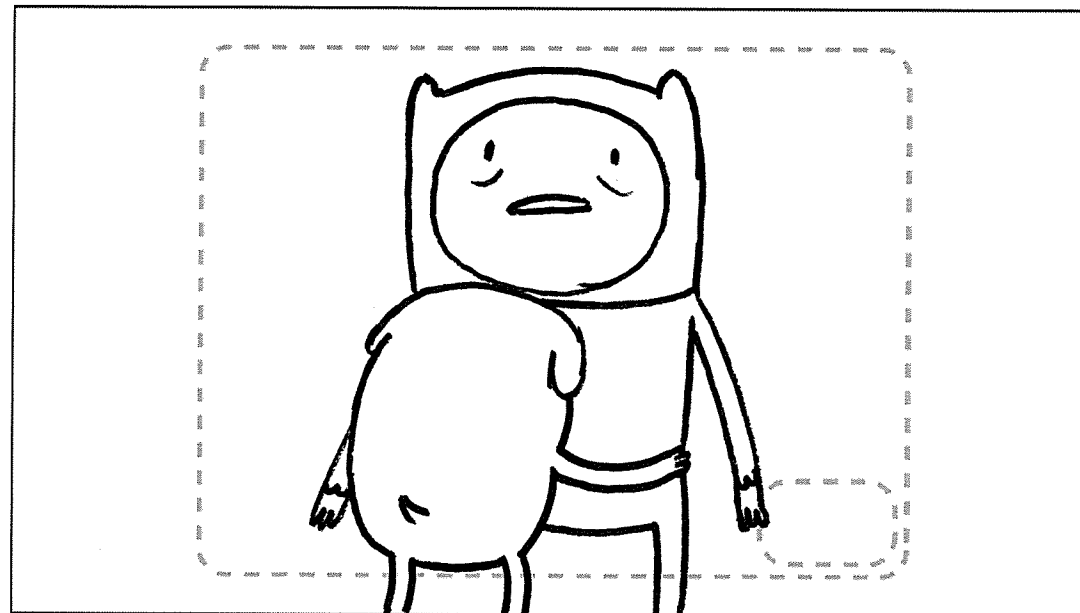


Sc. 136

Pnl. A

Bg.

day night



Dialog: Jake: The horse is tearing us apart again!

Action:

Timing:

10021

EPISODE #

Production :

ADVENTURE TIME



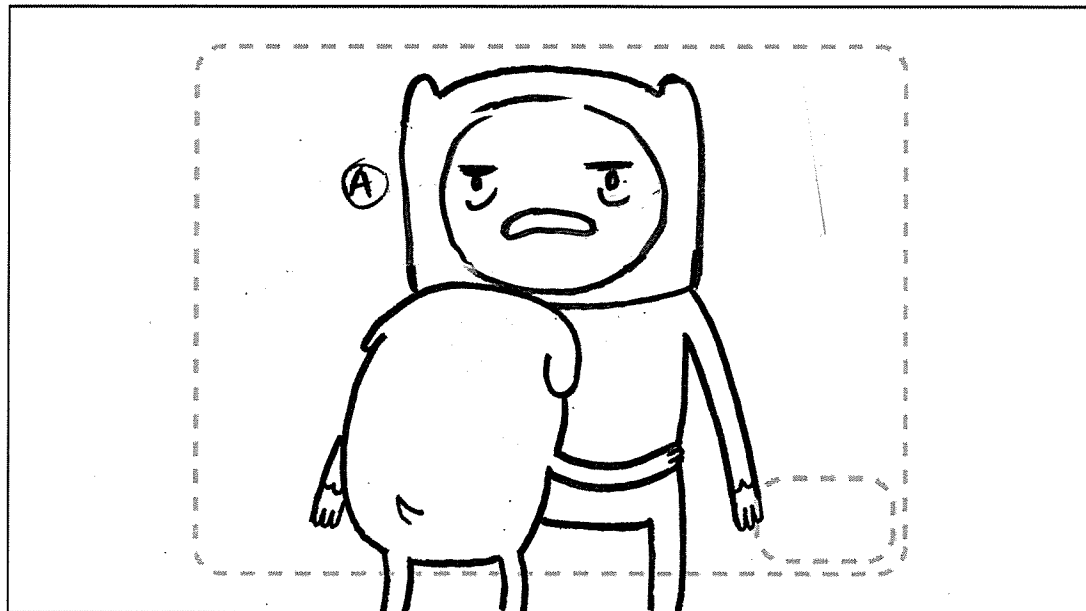
Page 190

Sc. 136

Pnl. B

Bg.

day night

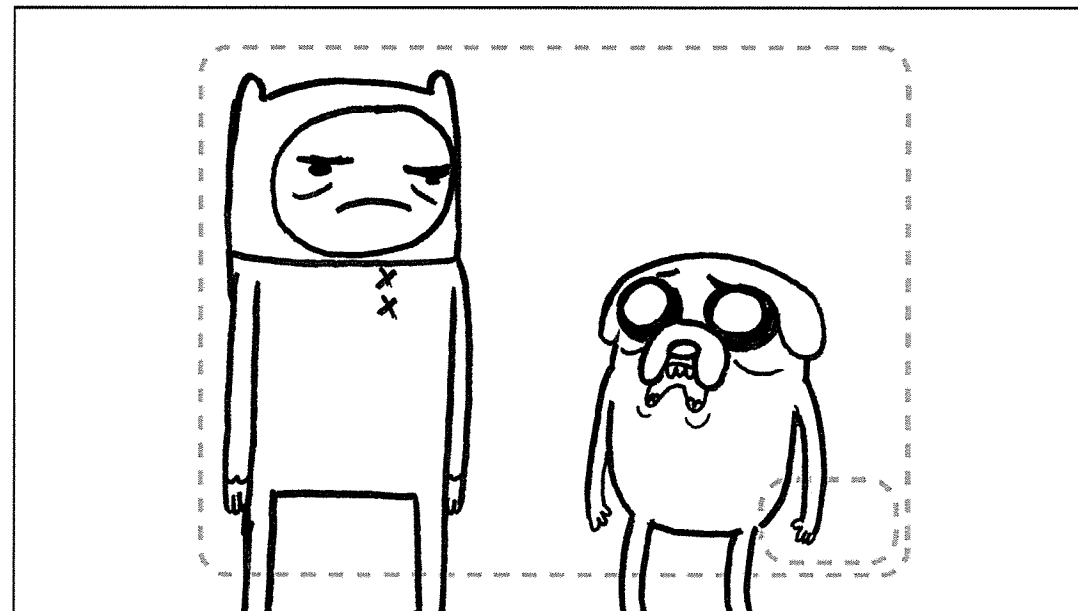


Sc. 137

Pnl. A

Bg.

day night



Dialog:

F: You're right. It's about time
I showed this horse... who's the
man!

Action:

Timing:



Jake: What are you going to do?

00231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 191

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

100231
EPISODE #
Production :

ADVENTURE TIME



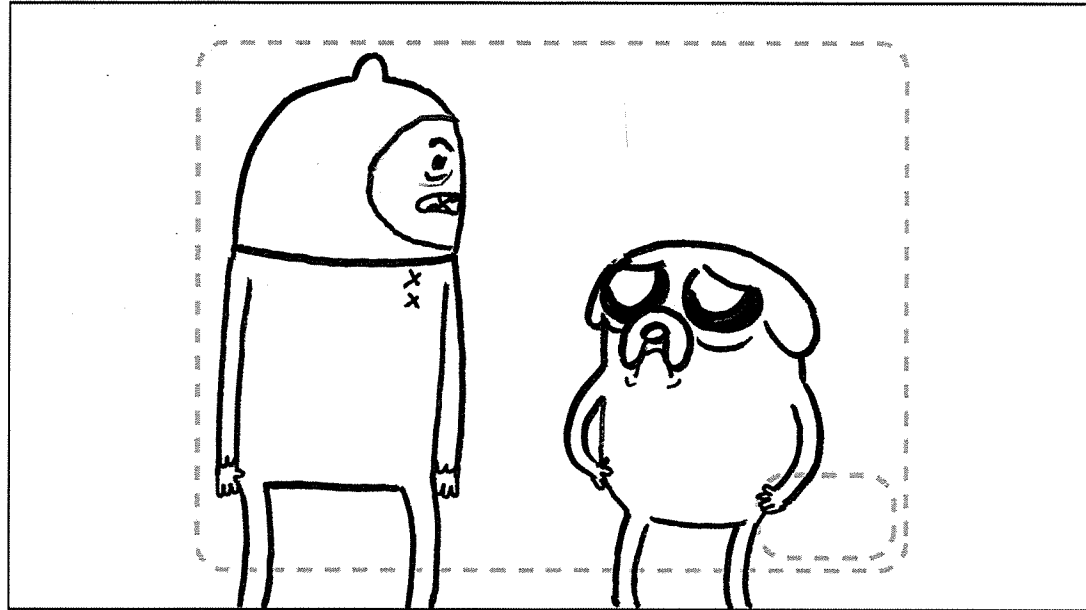
Page 191 A

Sc. 137

Pnl. B

Bg.

day night

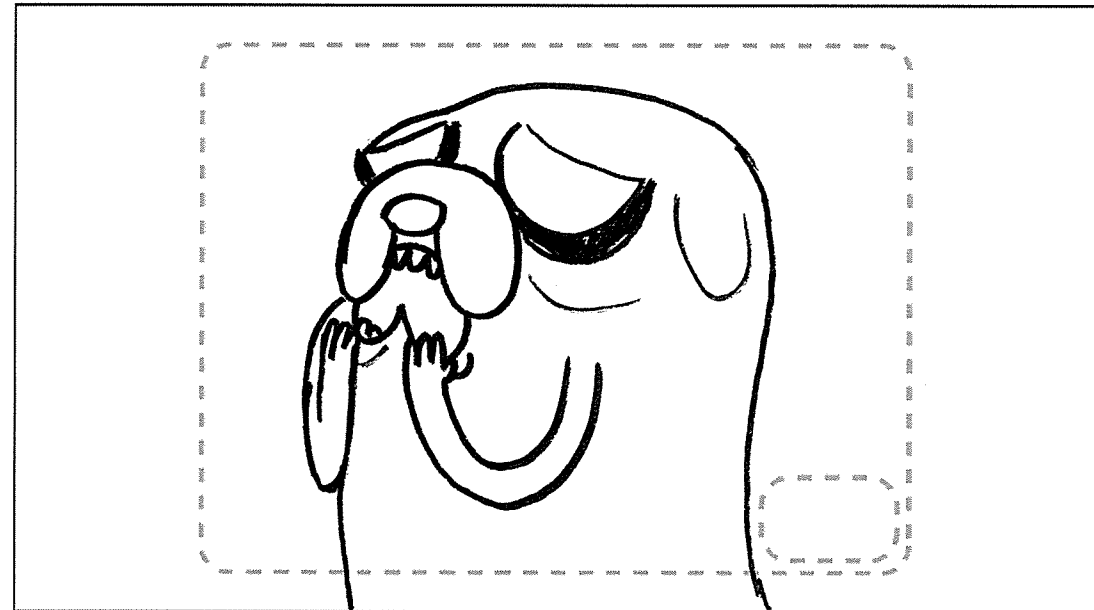


Sc. 138

Pnl. A

Bg.

day night



Dialog:

Finn: ^{Wait!} Say that to me again.

What are you going to do.

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

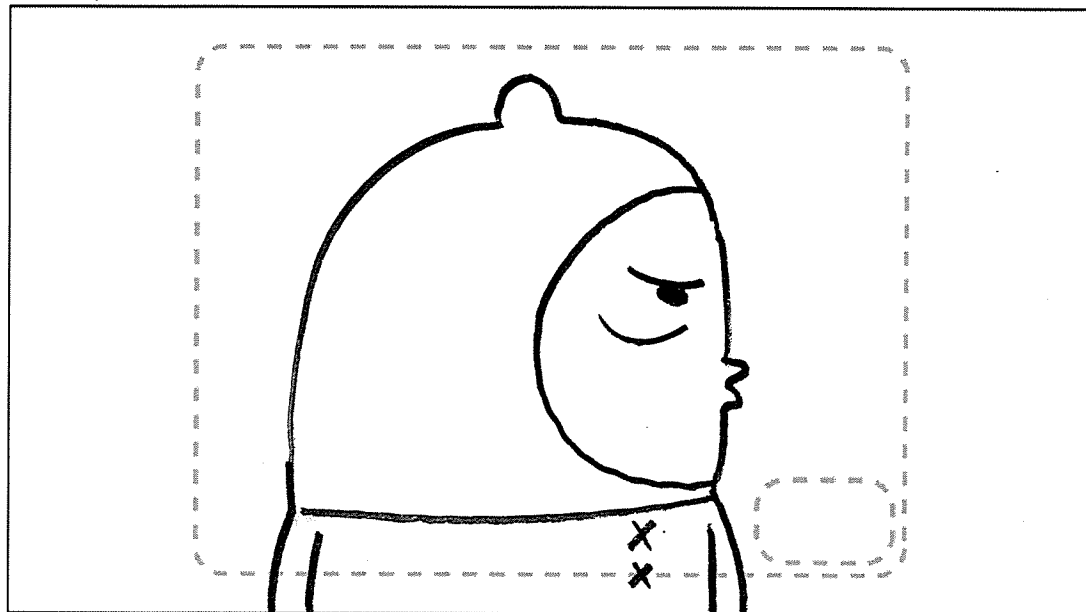


Sc. 139

Pnl. A

Bg.

day night

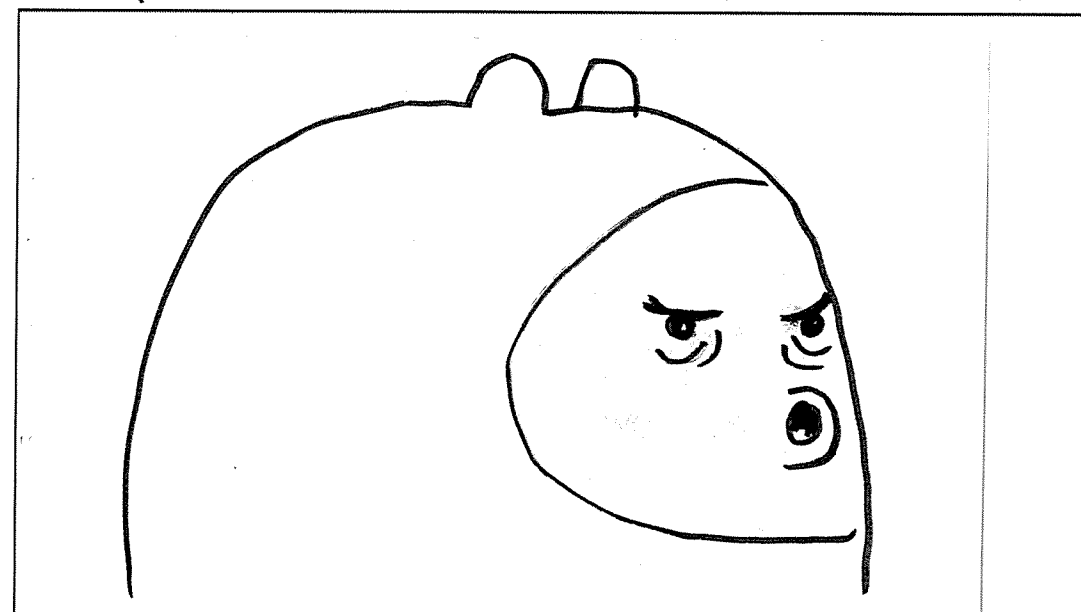


Sc. 140

Pnl. A

Bg.

day night



Dialog:

F: Dooo...

F: Doooo.Dooooo...

Action:

Timing:

100231

EPISODE #

Production :

Page 192

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 140

Pnl. B

Bg.

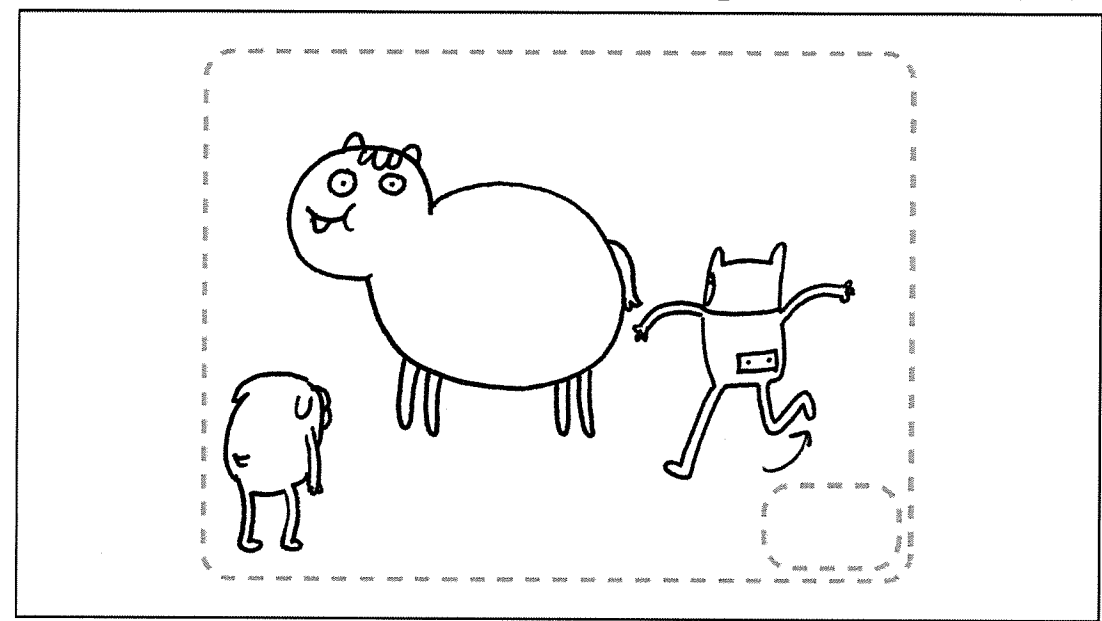
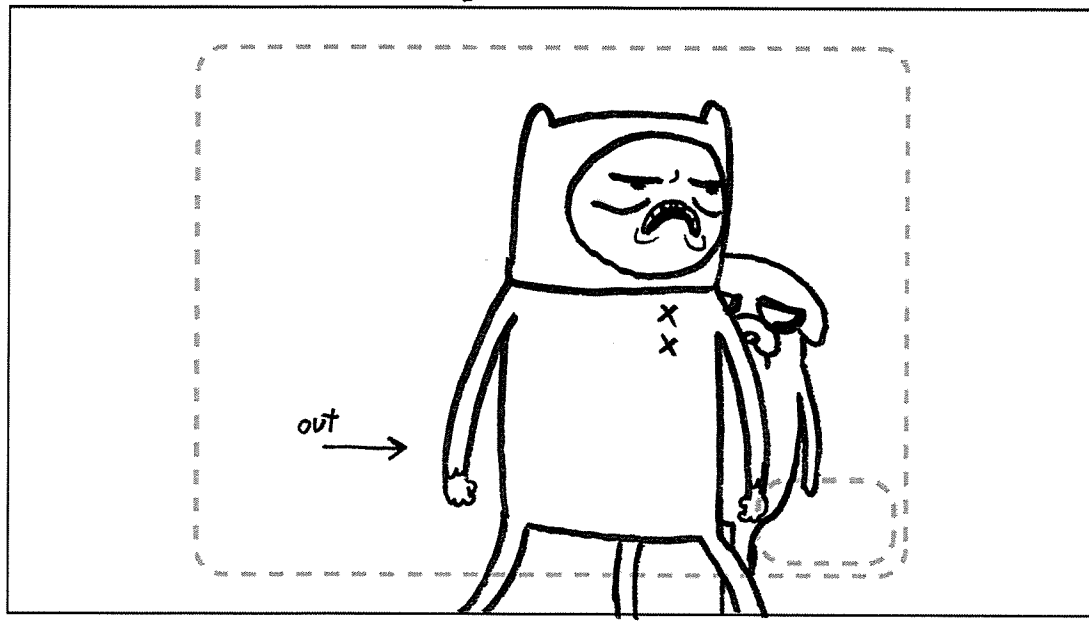
day night

Sc. 141

Pnl. A

Bg.

day night



Dialog:	Finn: I'm gonna kick that horse in the bottom.
Action:	
Timing:	

EPISODE # 100231

Production :

ADVENTURE TIME

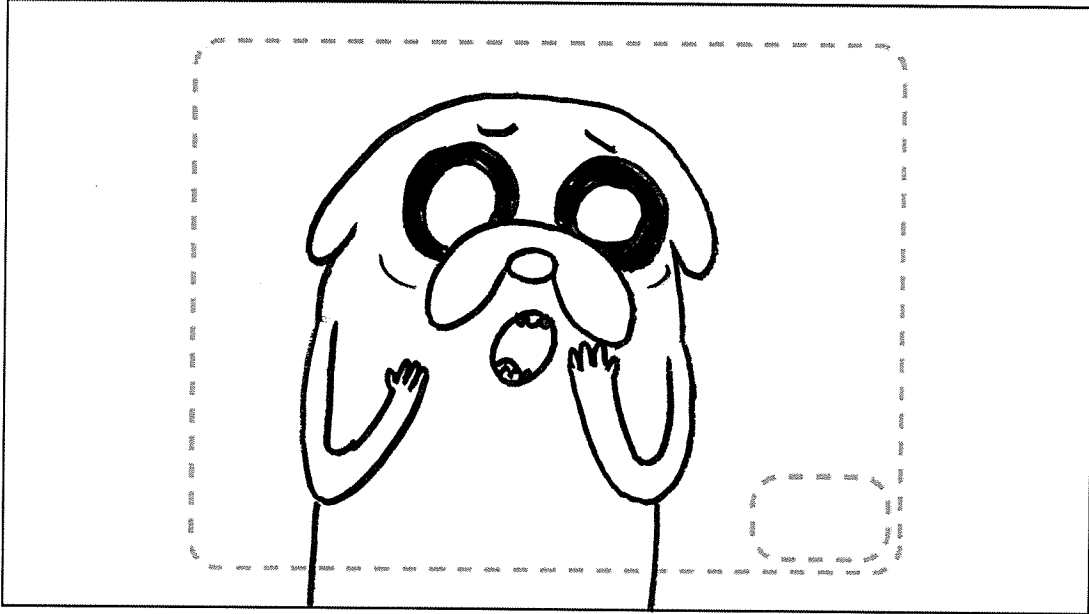


Sc. 142

Pnl. A

Bg.

day night

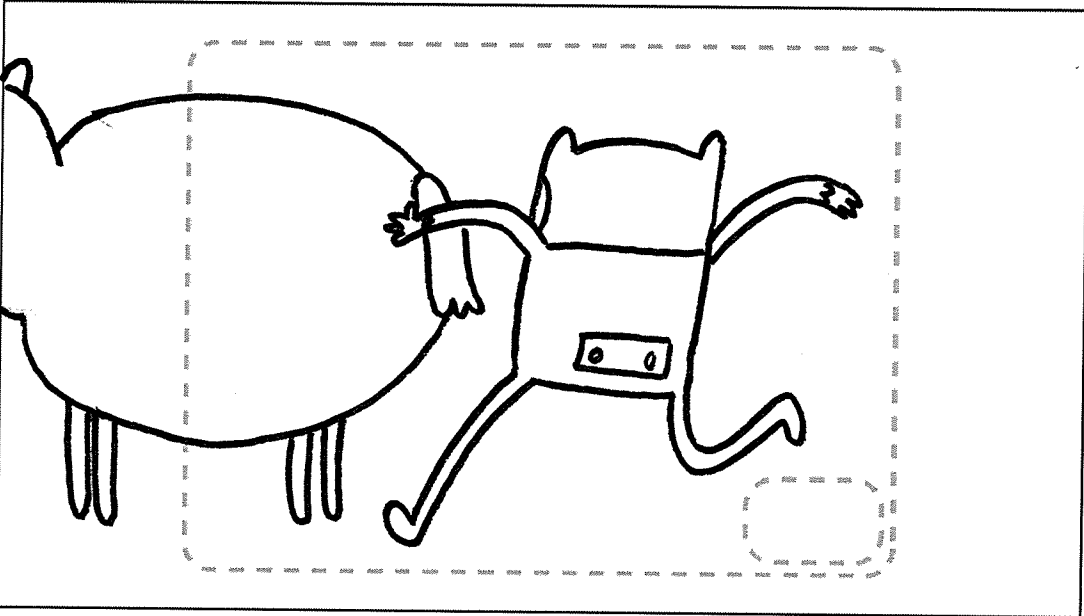


Sc. 143

Pnl. A

Bg.

day night



Dialog:

J: oh my grooohd!!

Action:

Timing:

(slow motion)

EPISODE #

100231

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

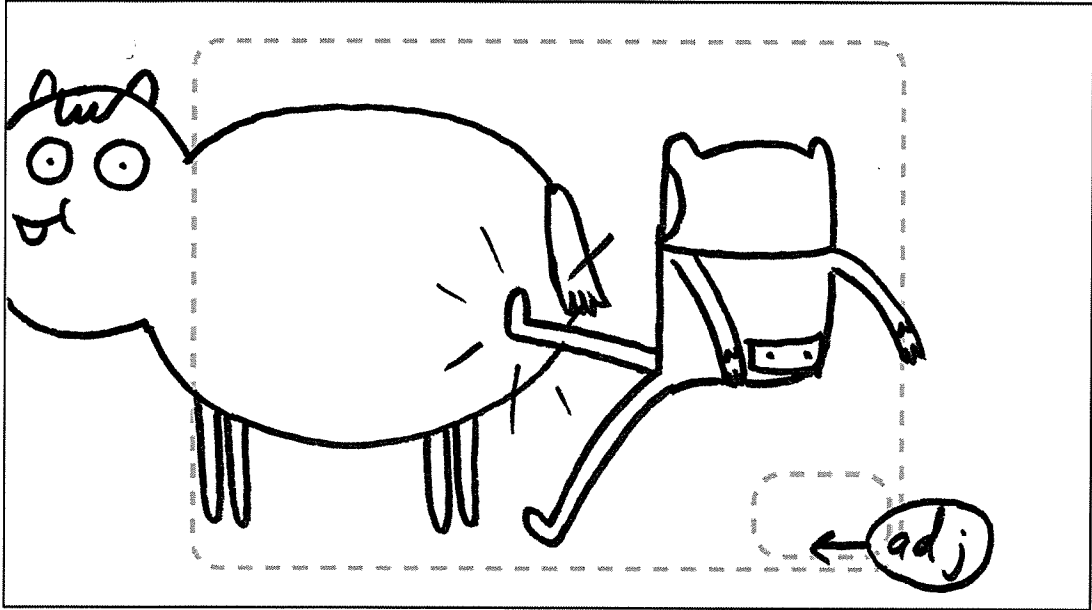


Sc. 143

Pnl. B

Bg.

day night

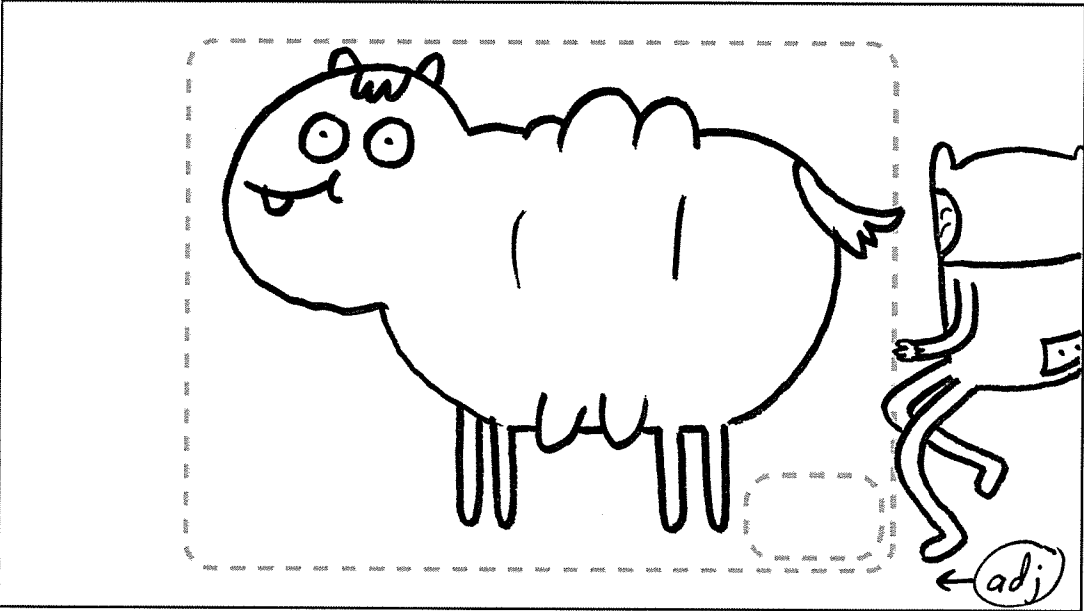


Sc.

Pnl. C

Bg.

day night



Dialog:
Action:
Timing:

(Ripple)

EPISODE # 100231

Production :

ADVENTURE TIME

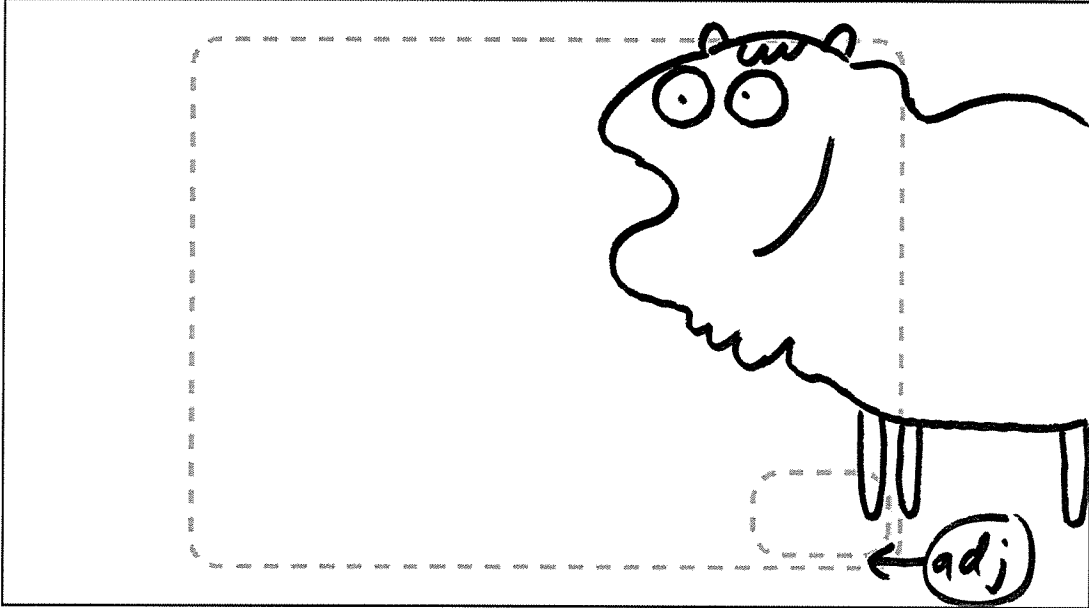


Sc. 143

Pnl. D

Bg.

day night

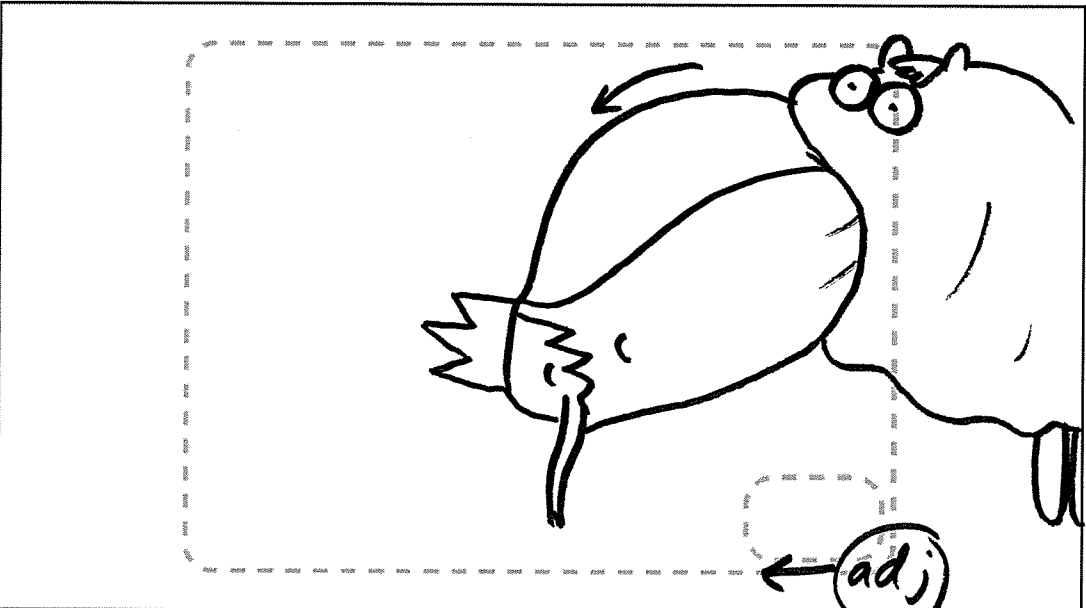


Sc.

Pnl. E

Bg.

day night



Dialog:
Action:
Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

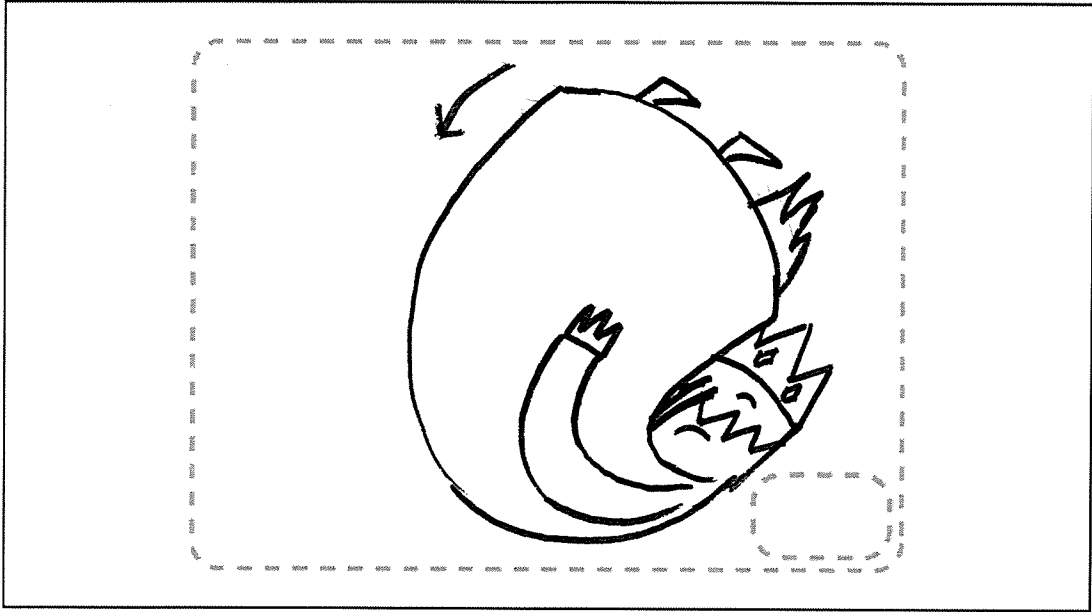


Sc. 143

Pnl. F

Bg.

day night

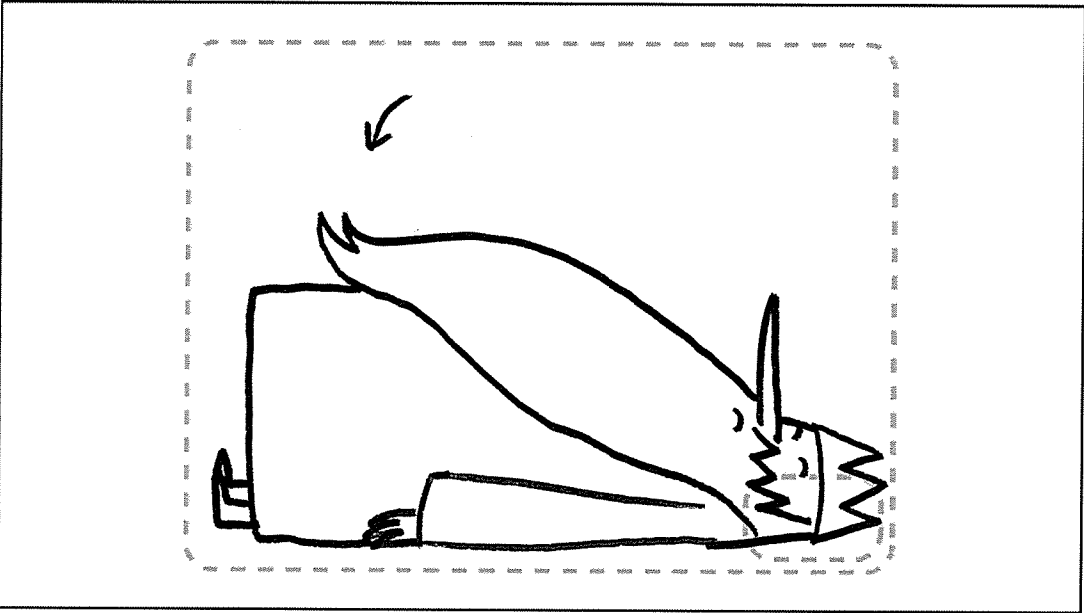


Sc.

Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

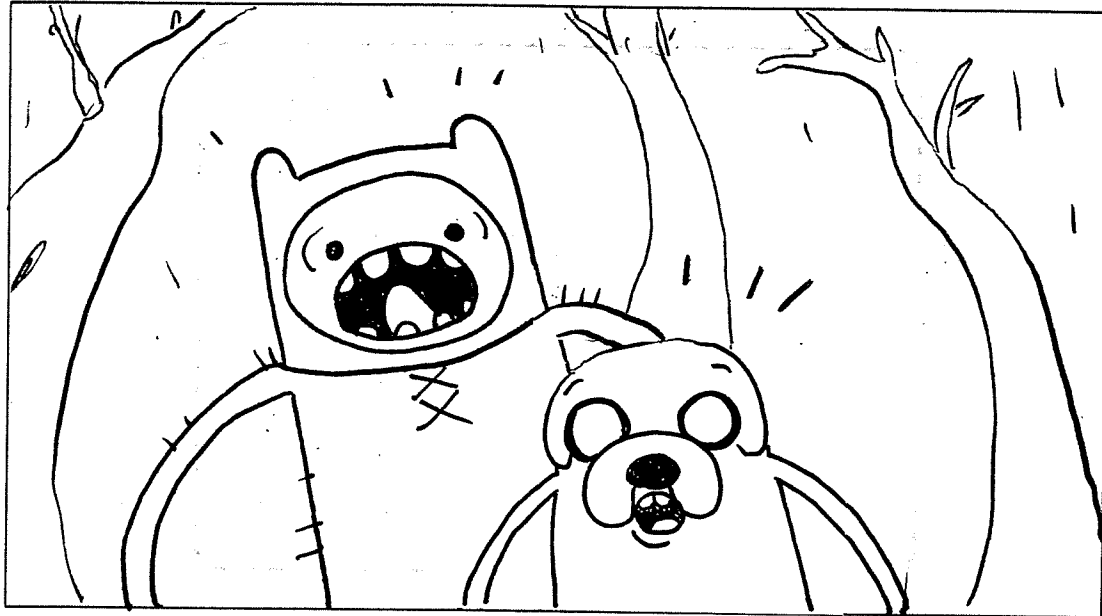


Sc. 144

Pnl. A

Bg.

day night

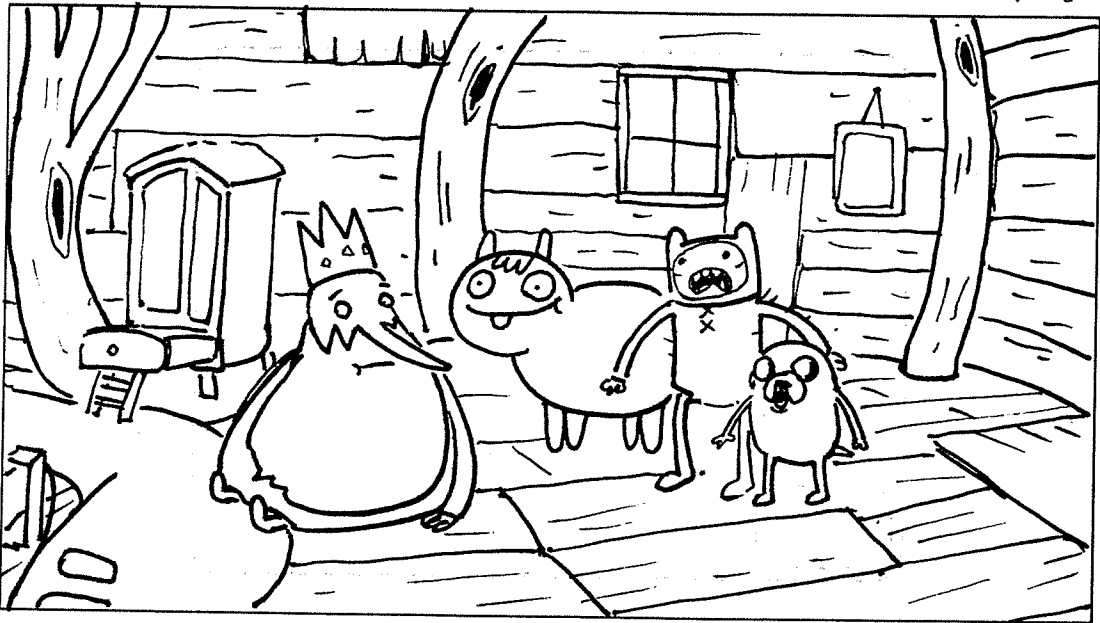


Sc. 145

Pnl. A

Bg.

day night



Dialog:

F+J / THE ICE KING?!

(awkward pause)

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



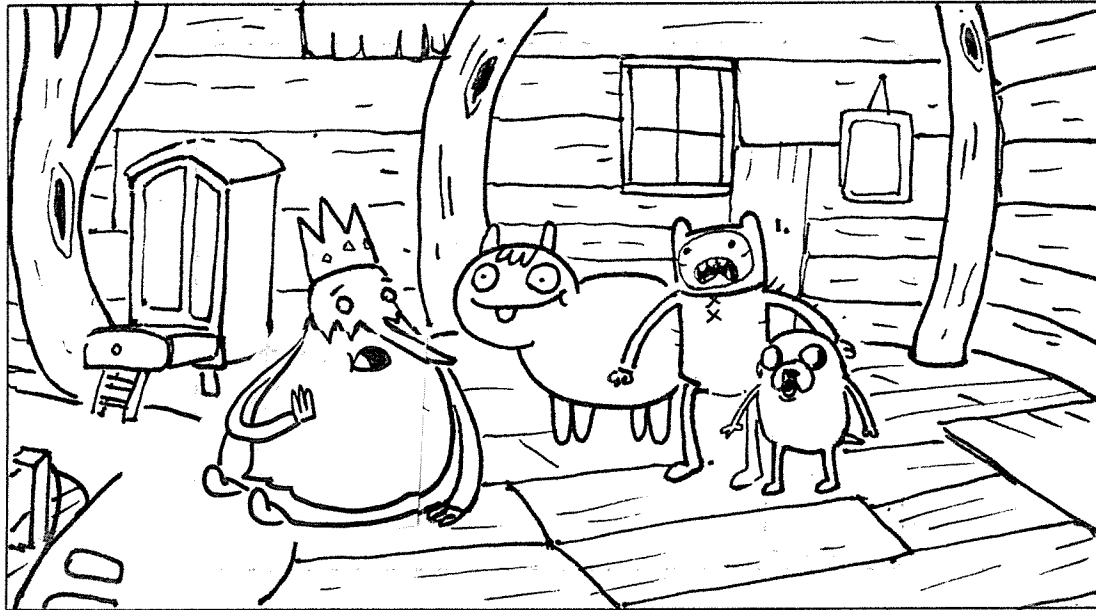
Page 199

Sc. 145

Pnl. B

Bg.

day night

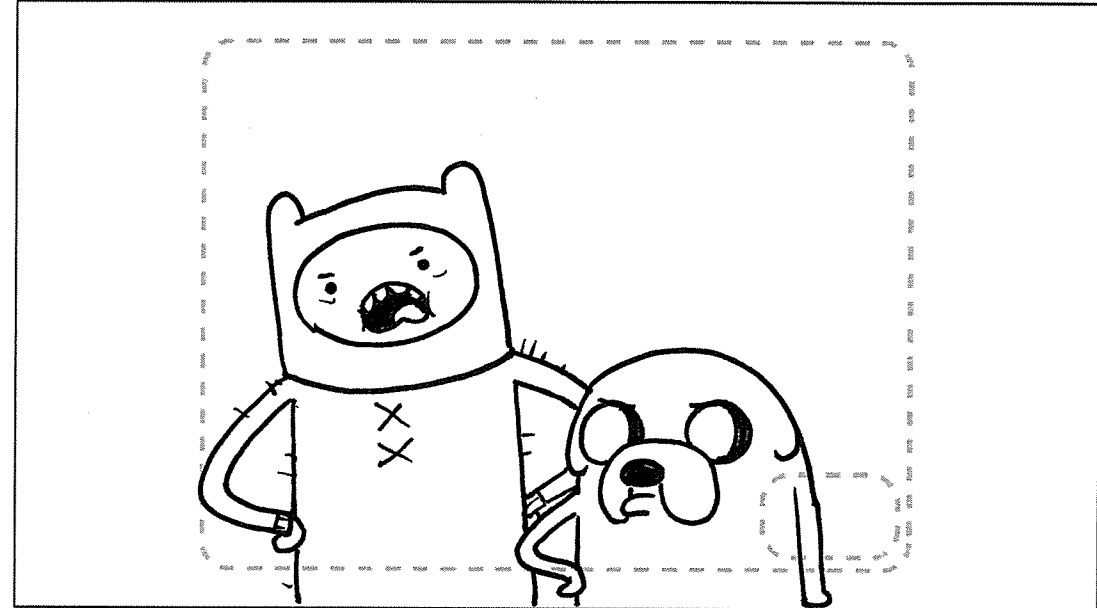


Sc. 146

Pnl. A

Bg.

day night



Dialog:

IK/ I should go.



Action:

Timing:

F/: You WERE SPYING on us!!

EPISODE # 100231

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



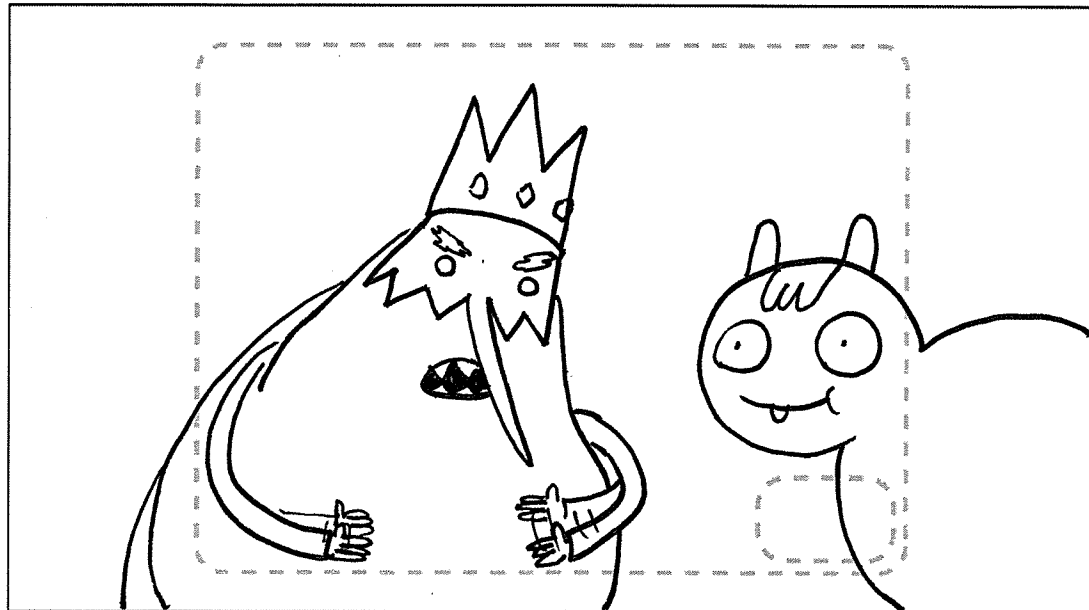
Page 200

Sc. 147

Pnl. A

Bg.

day night

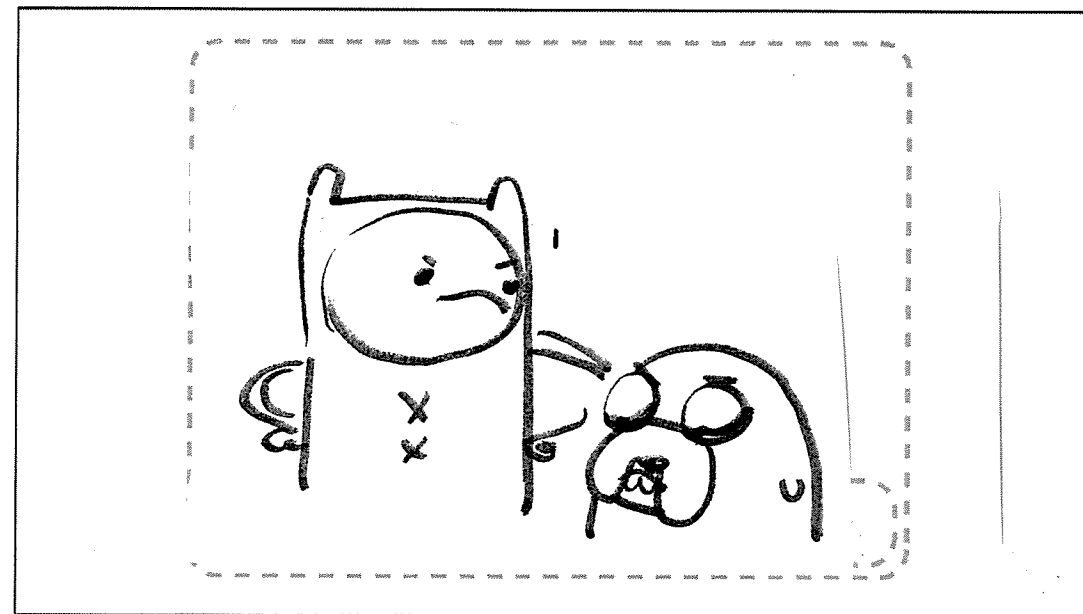


Sc. 148

Pnl. A

Bg.

day night



Dialog:

IK / That's none of your
Business.

Action:

(dusting himself off)

Timing:

Ⓜ he was trying
to learn our bedtime secrets !



huhhh!

EPISODE #

100231

ADVENTURE TIME



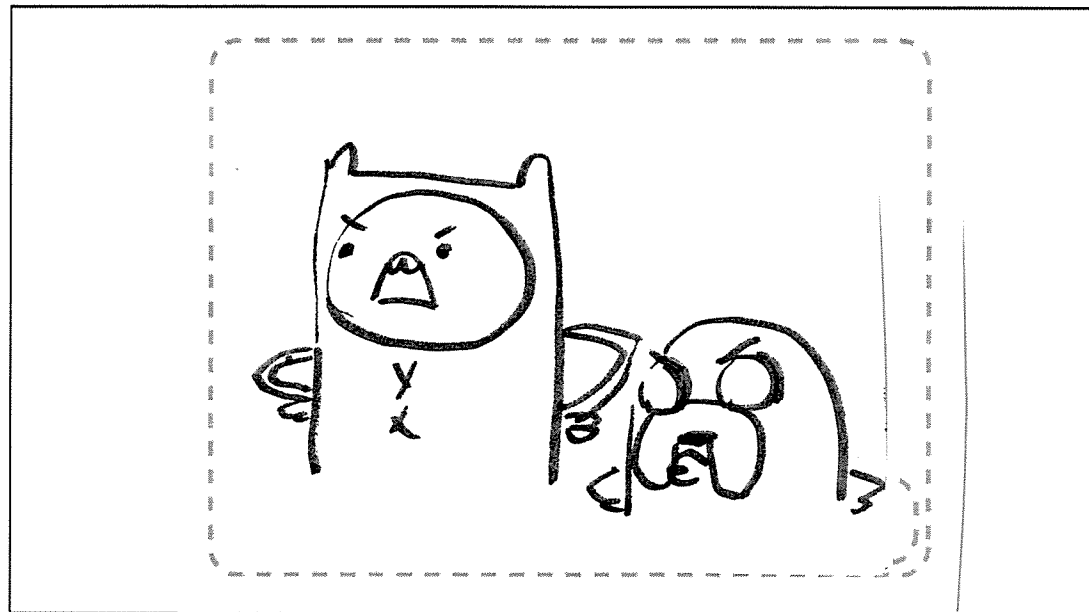
Page 201

Sc. 148

Pnl. B

Bg.

day night

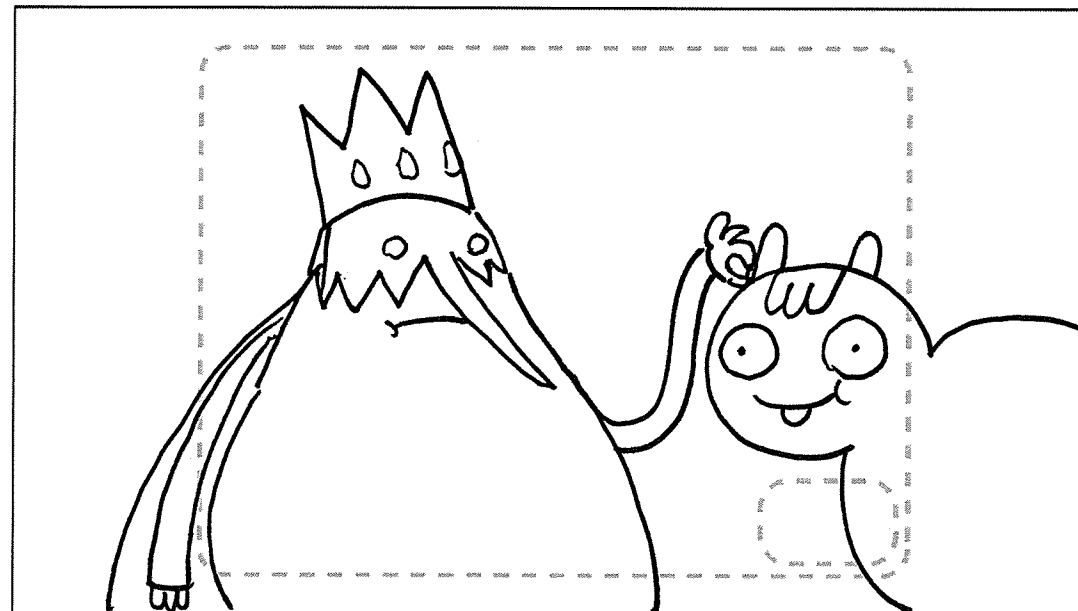


Sc. 149

Pnl. A

Bg.

day night



Dialog:

F / were you?!

(K) (humming)

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME

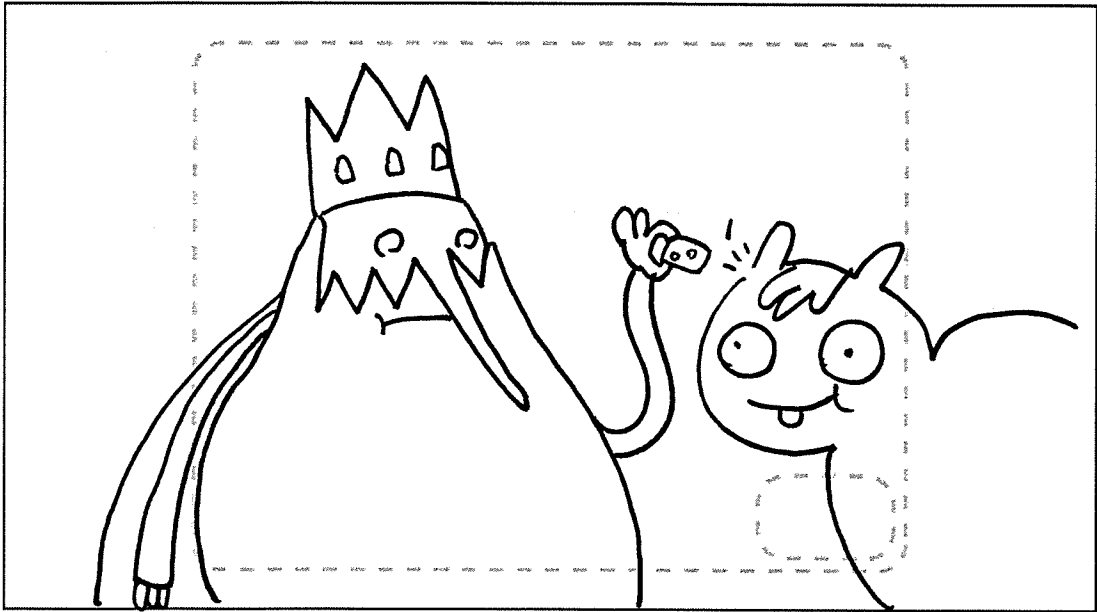


Sc. 149

Pnl. B

Bg.

day night

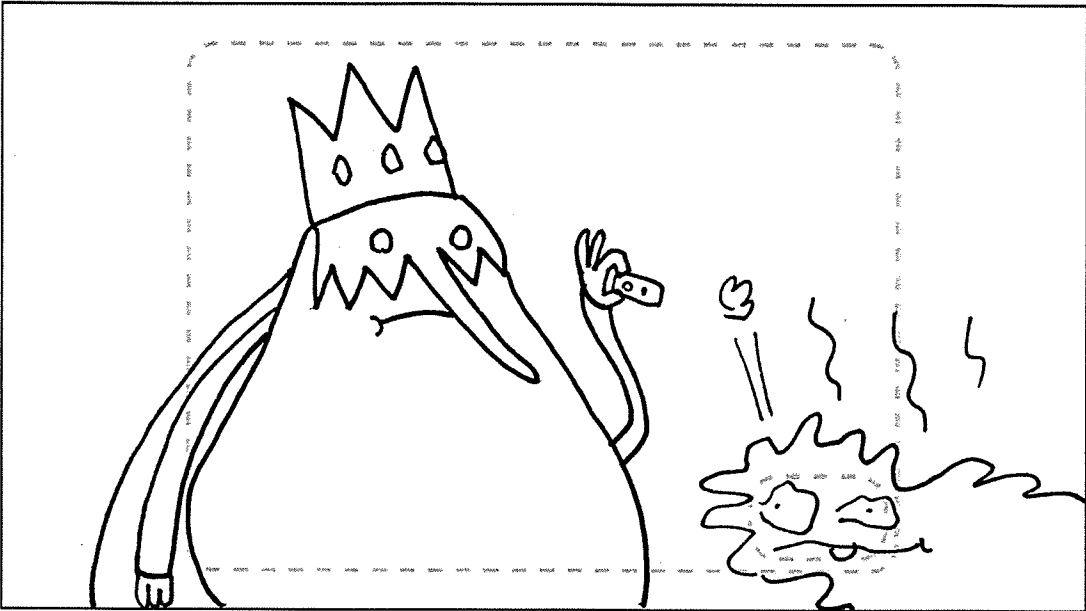


Sc.

Pnl. C

Bg.

day night



Dialog:

Action:

(pulls out cork)

(horse deflates)

Timing:

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



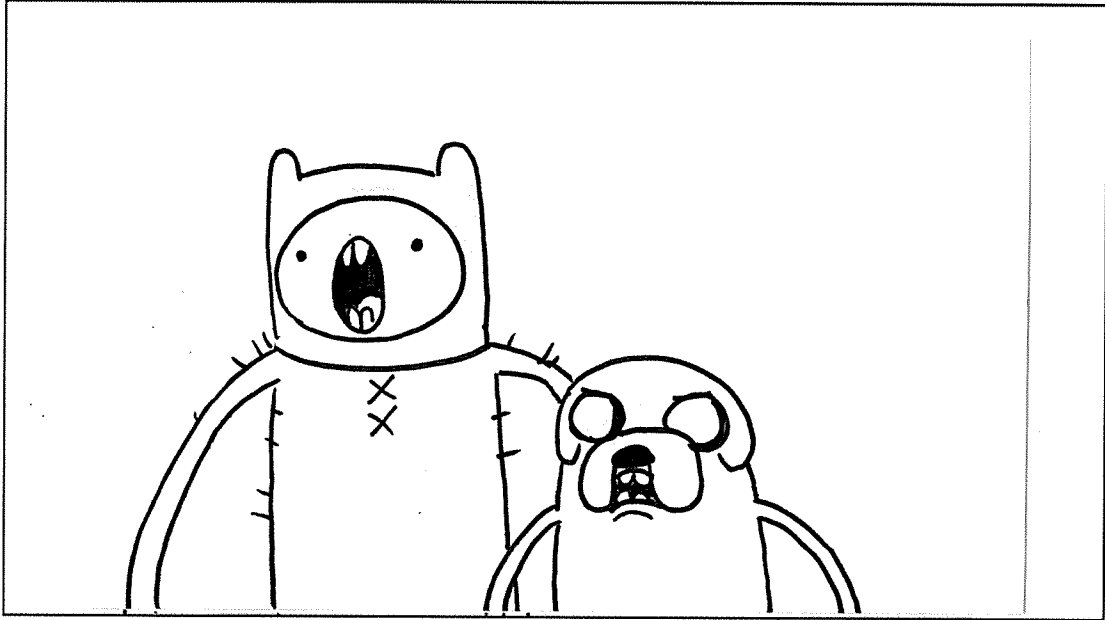
Page 203

Sc. 150

Pnl. A

Bg.

day night

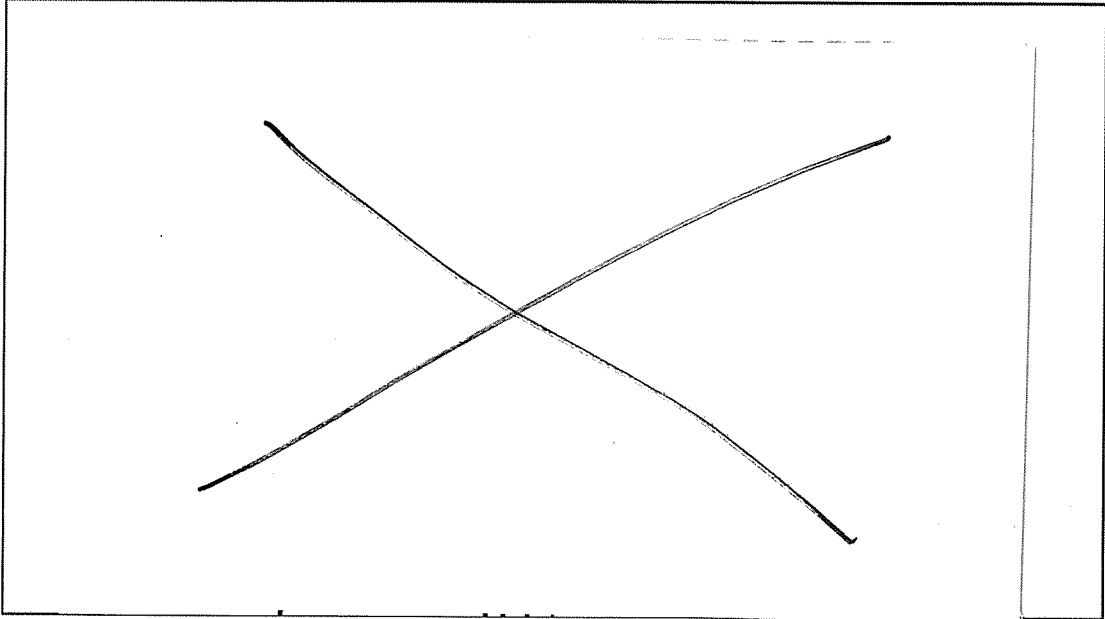


Sc.

Pnl. B

Bg.

day night



Dialog:

F / (Gasp!) J / He was!

Action:

Timing:

EPISODE #

100231

Production :

ADVENTURE TIME



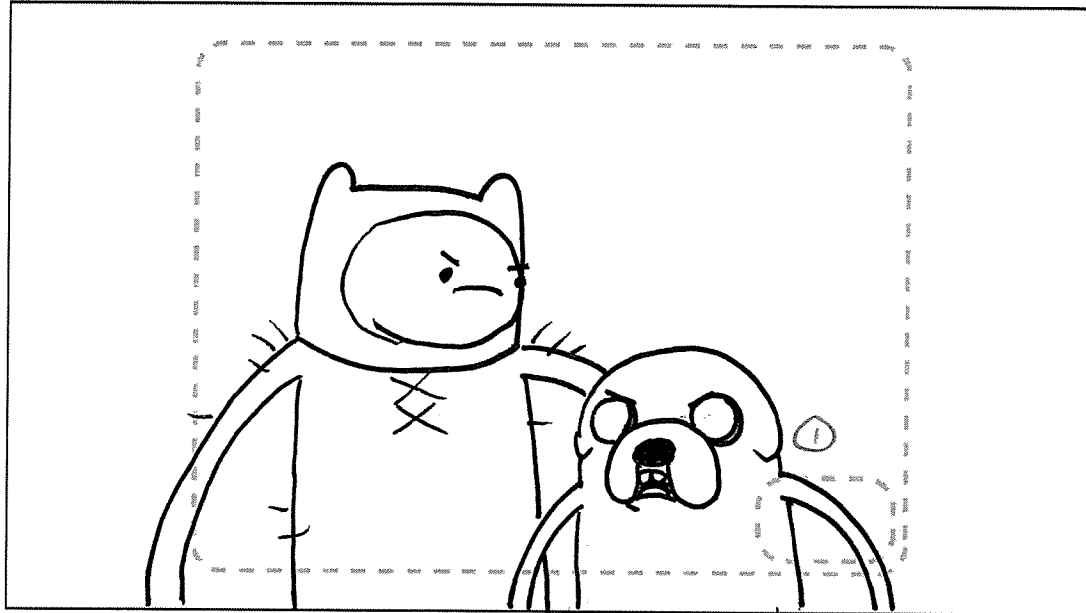
Page 204

Sc. 150

Pnl. C

Bg.

day night

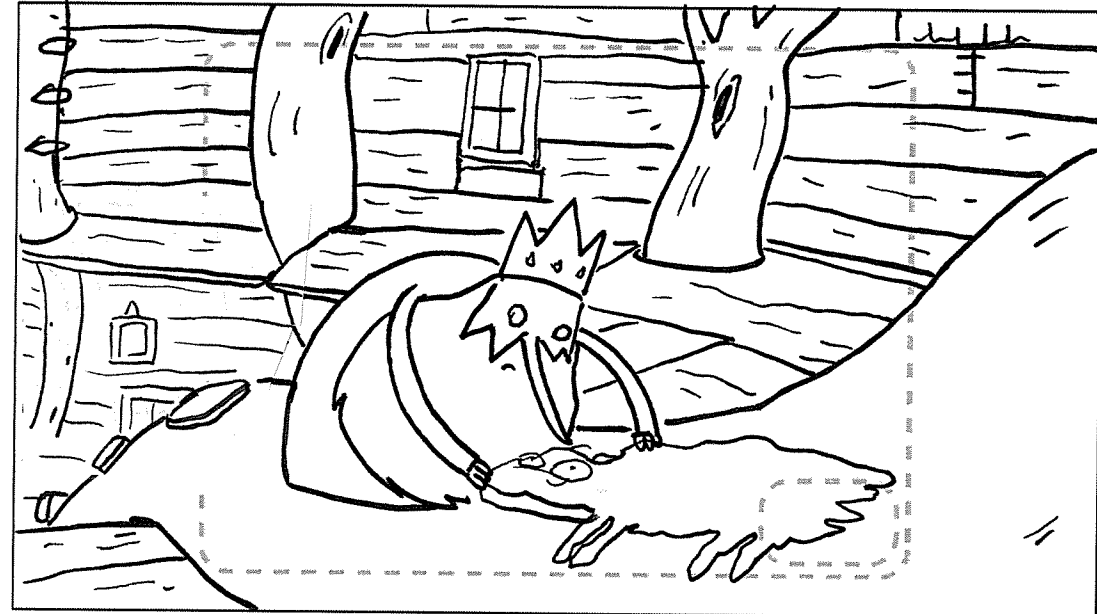


Sc. 151

Pnl. A

Bg.

day night

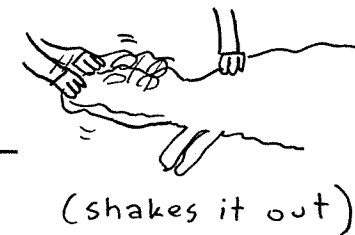


Dialog:

J1 ^① Did you find out that
I sleep ^② "in the nude" !?

Action:

Timing:



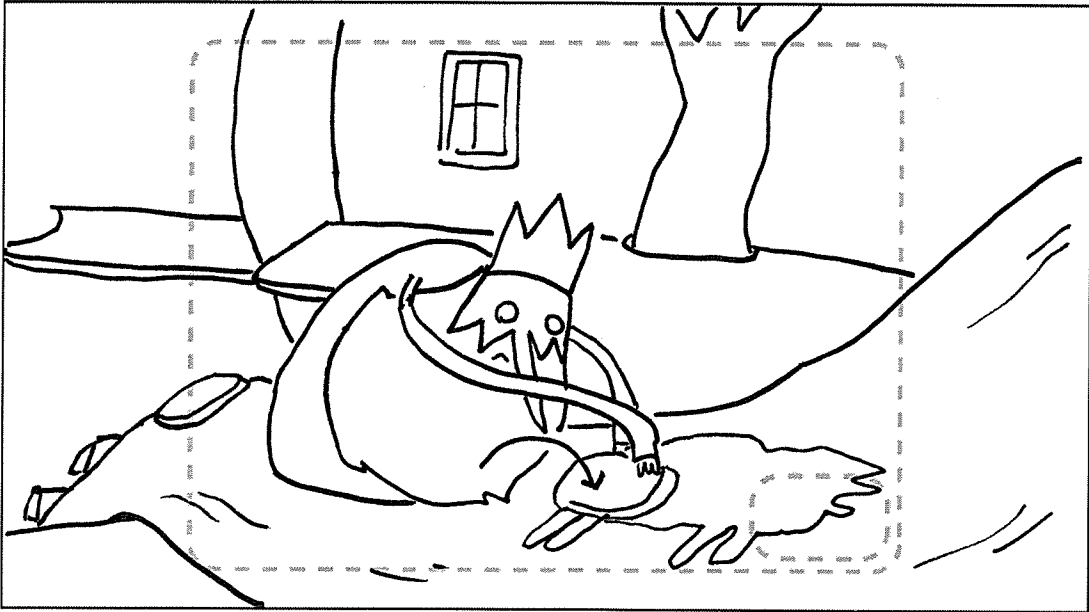
EPISODE # 100231

Production :

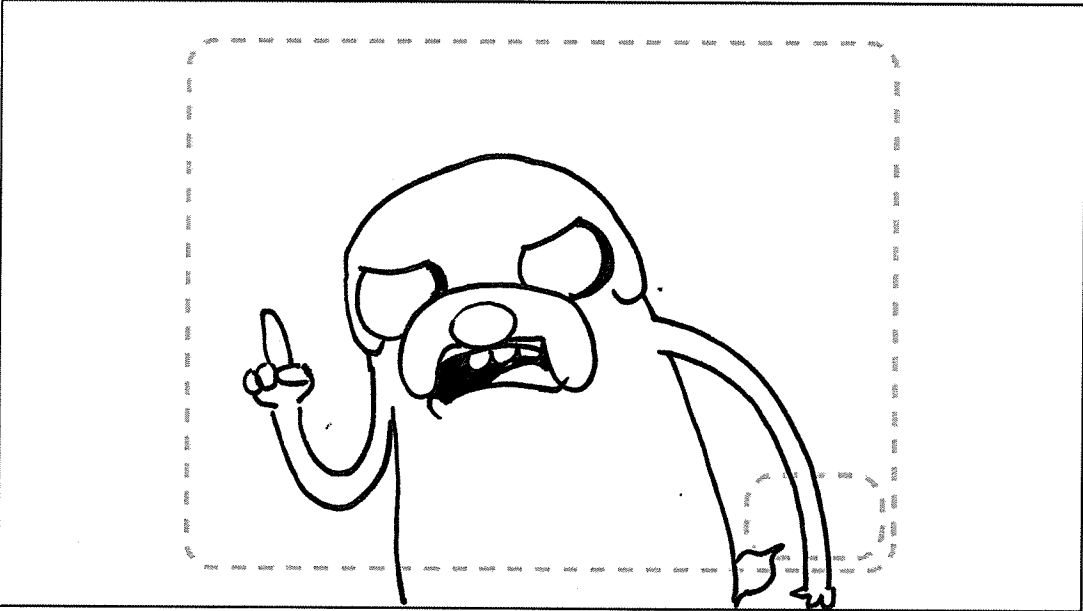
ADVENTURE TIME



Sc. 151 Pnl. B Bg. day night



Sc. 152 Pnl. A Bg. day night



Dialog:	
Action:	(Folds head)
Timing:	

J/ It's none of your business
how nude I sleep,
I'm king..

EPISODE # 100231

Production :

ADVENTURE TIME

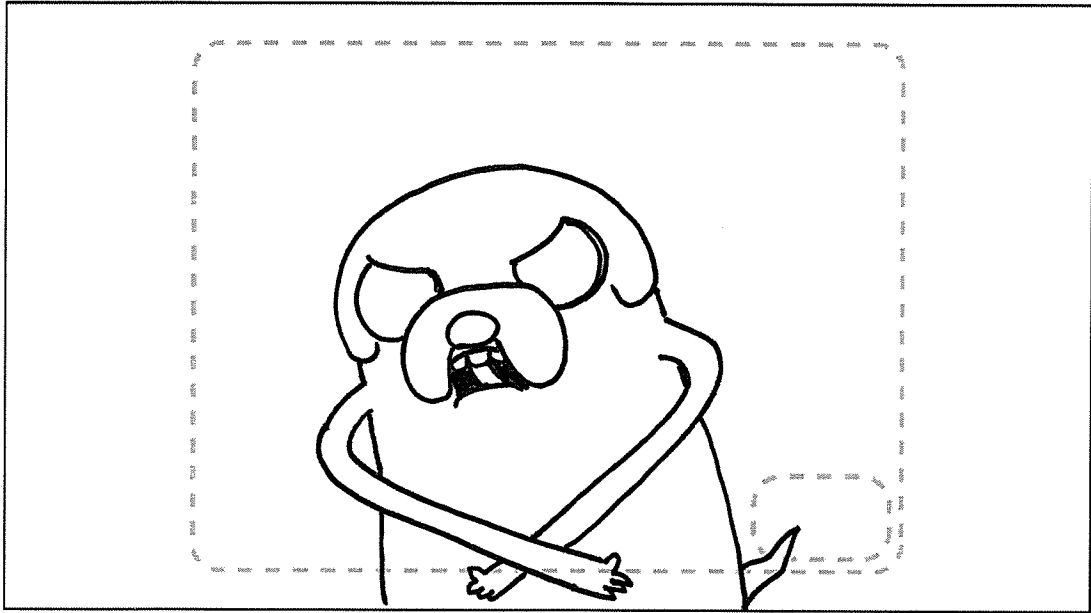


Sc. 152

Pnl. B

Bg.

day night

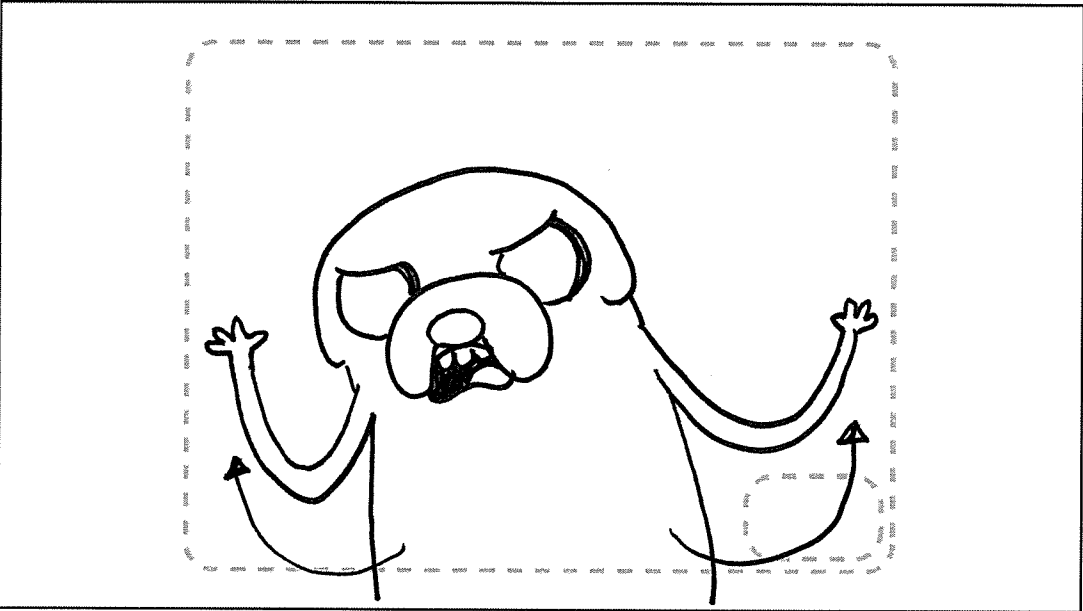


Sc.

Pnl. C

Bg.

day night



Dialog:

J / N.O.O.O

Action:

Timing:

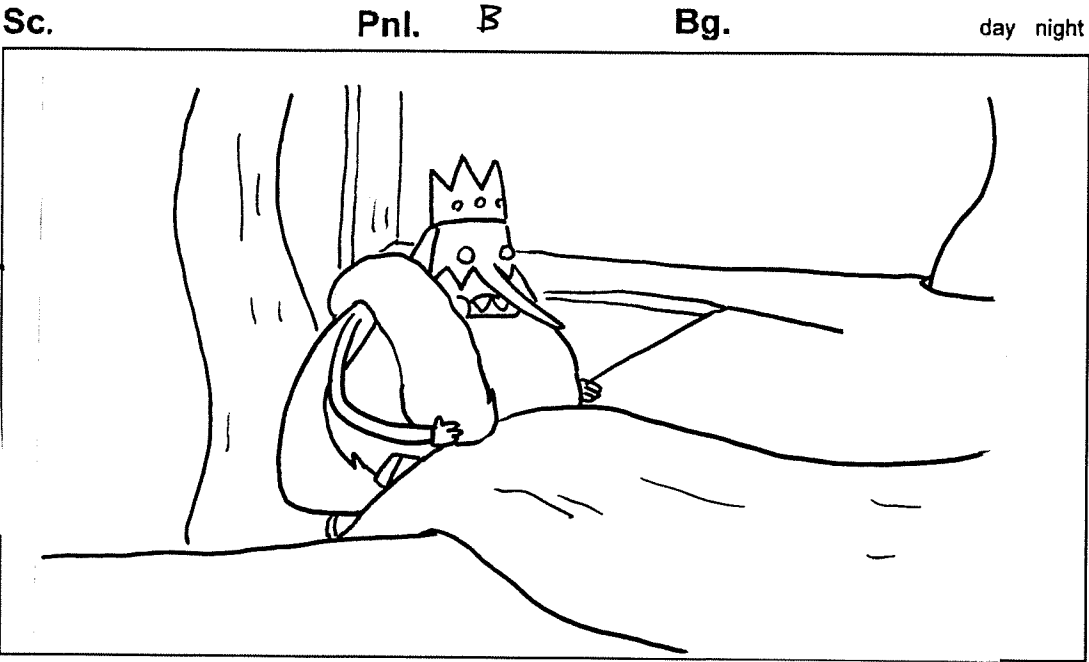
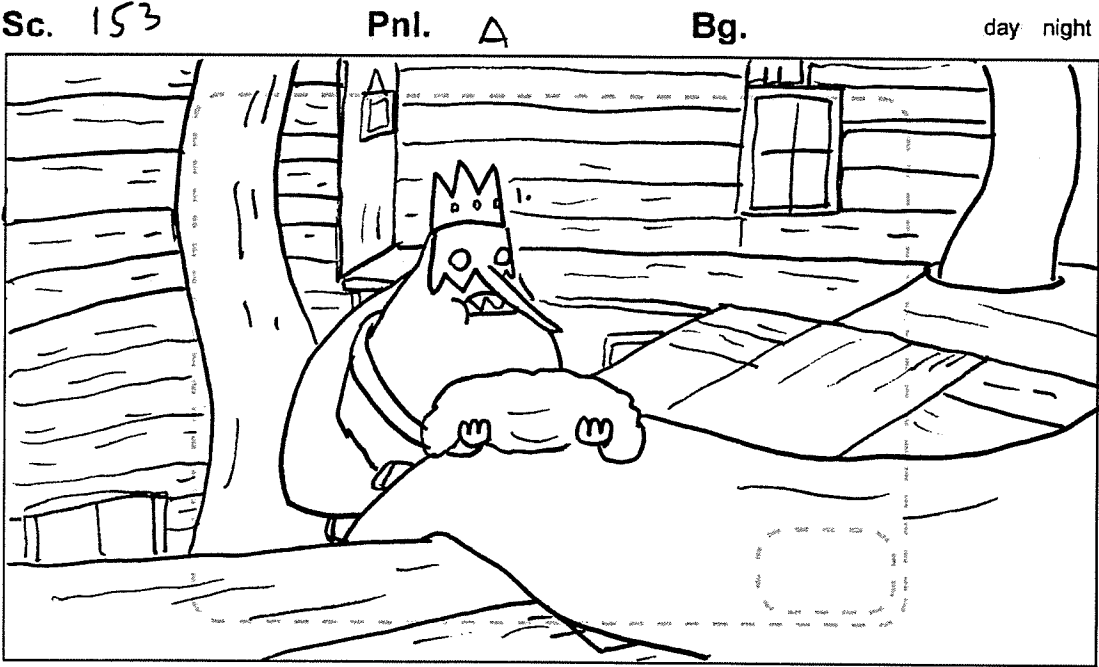
J / none of your
business

100231

EPISODE #

Production :

ADVENTURE TIME



Dialog:	IK / Gentlemen ...	IK / ...I'll see ya later.
Action:	2.	
Timing:		

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



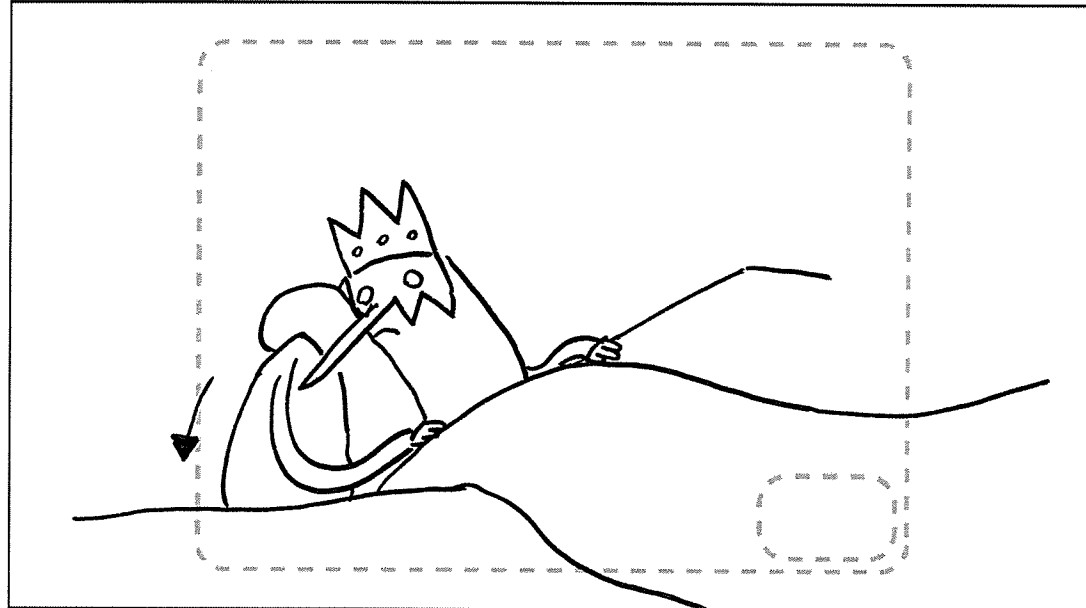
Page 208

Sc. 153

Pnl. C

Bg.

day night

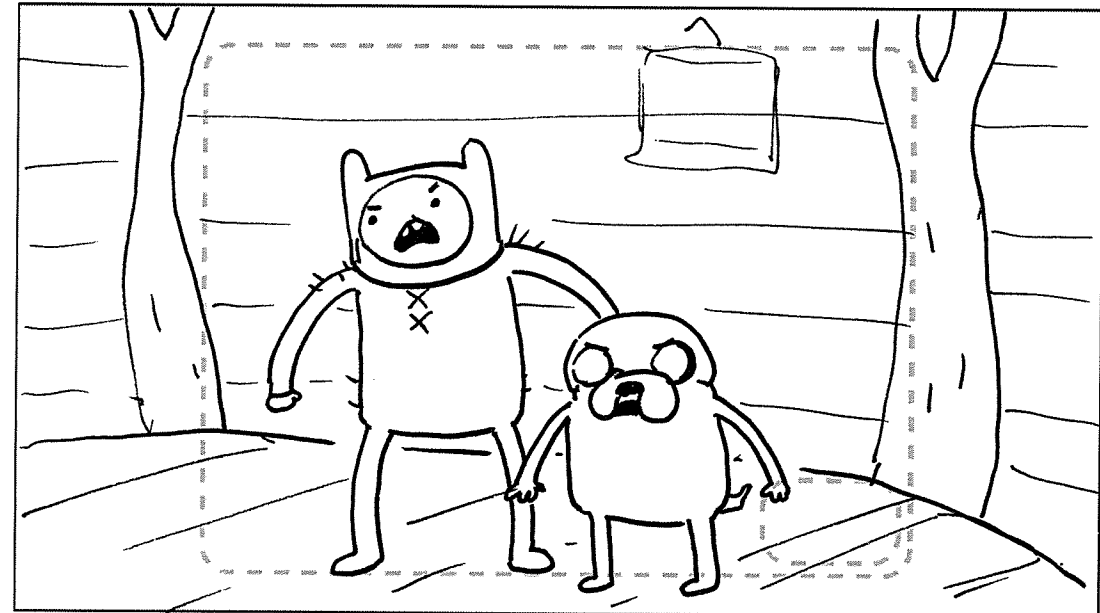


Sc. 154

Pnl. A

Bg.

day night



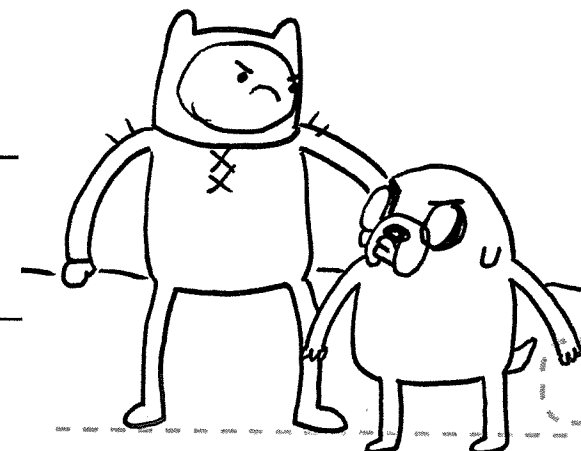
Dialog:

Action:

(climbs down)

Timing:

(F&J) hmph!



EPISODE # 100231

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day night
<div><div>no panel</div></div>			

Sc. 155	Pnl. A	Bg.	day night

Dialog:
Action:
Timing:

Production : 100231

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 155 Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:
ICE KING: (wtfst(BS))

Action:

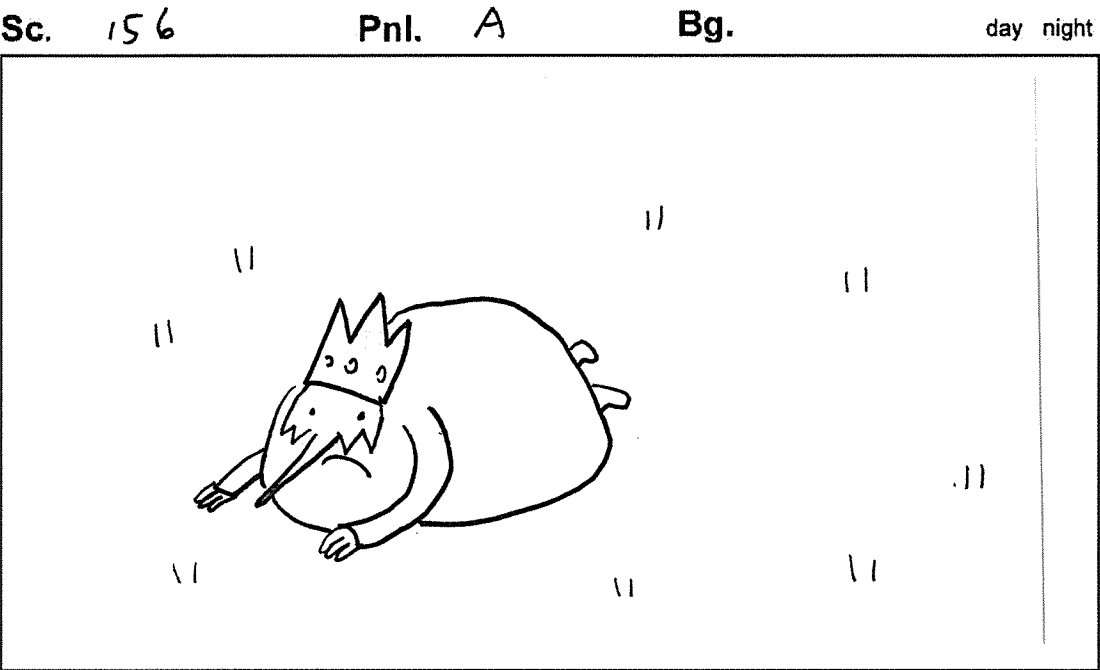
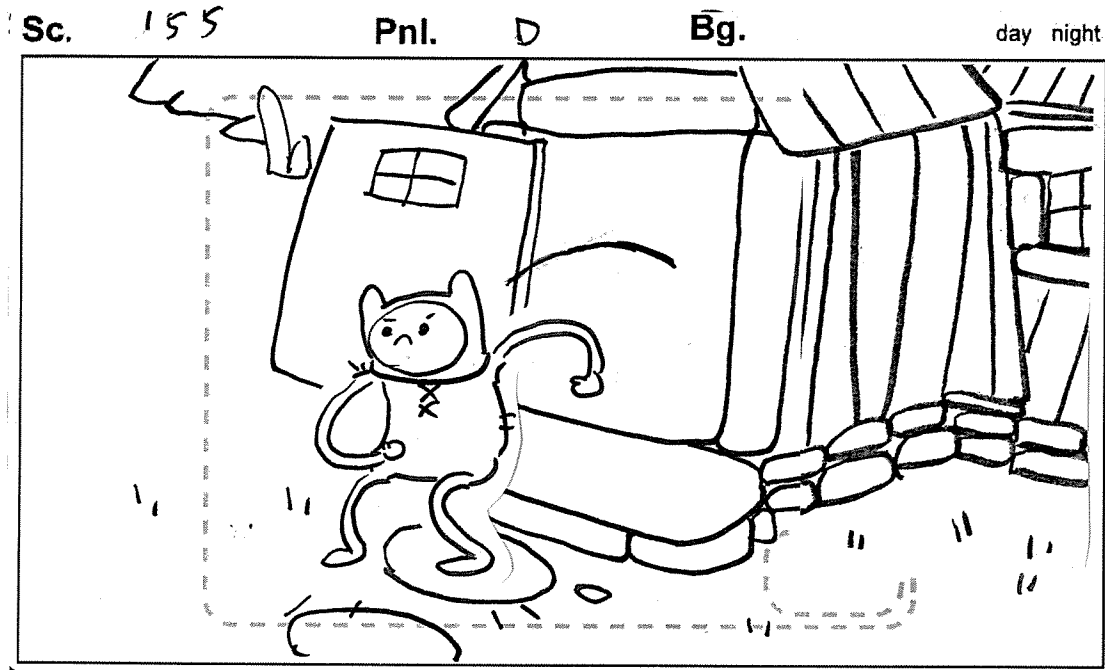
Timing:

ICE KING:
HuH!

EPISODE # 100231 Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	ICE KING (IMPACT SOUND OS)
Action:	
Timing:	

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 156 Pnl. B Bg. day night

Sc. 157 Pnl. A Bg. day night

Dialog:	IK/ (angry hiss)	J/ Here's your sword , dude.
Action:		
Timing:		

100231
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 157

Pnl. B

Bg.

day night

Sc. 158

Pnl. A

Bg.

day night

Dialog:	
F / Thank you.	
Action:	
Timing:	

EPISODE # 100231

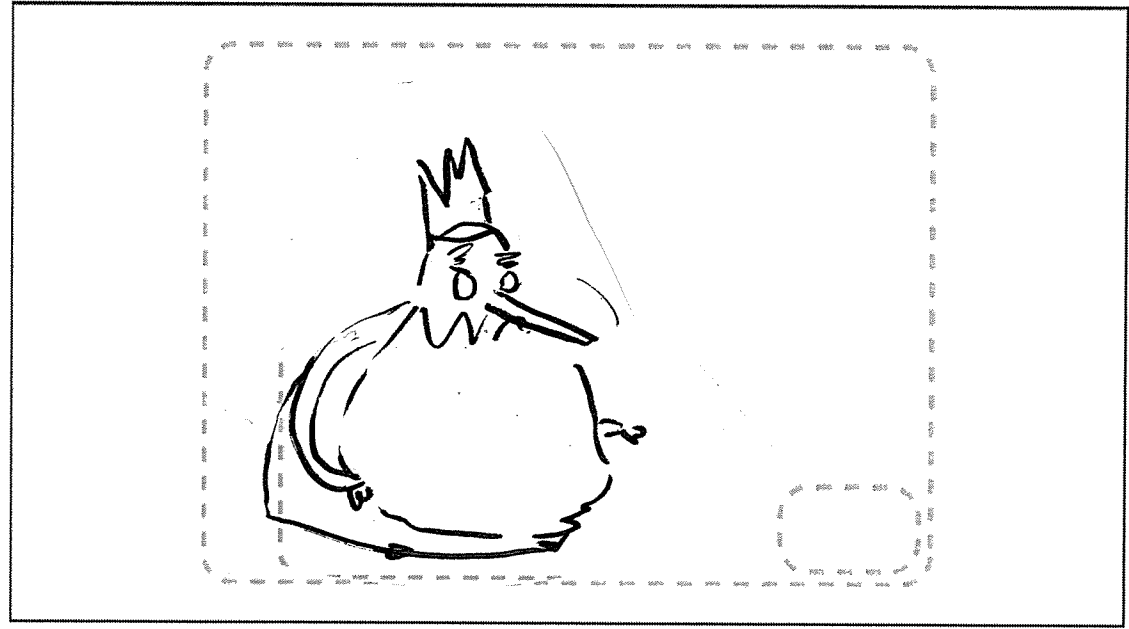
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

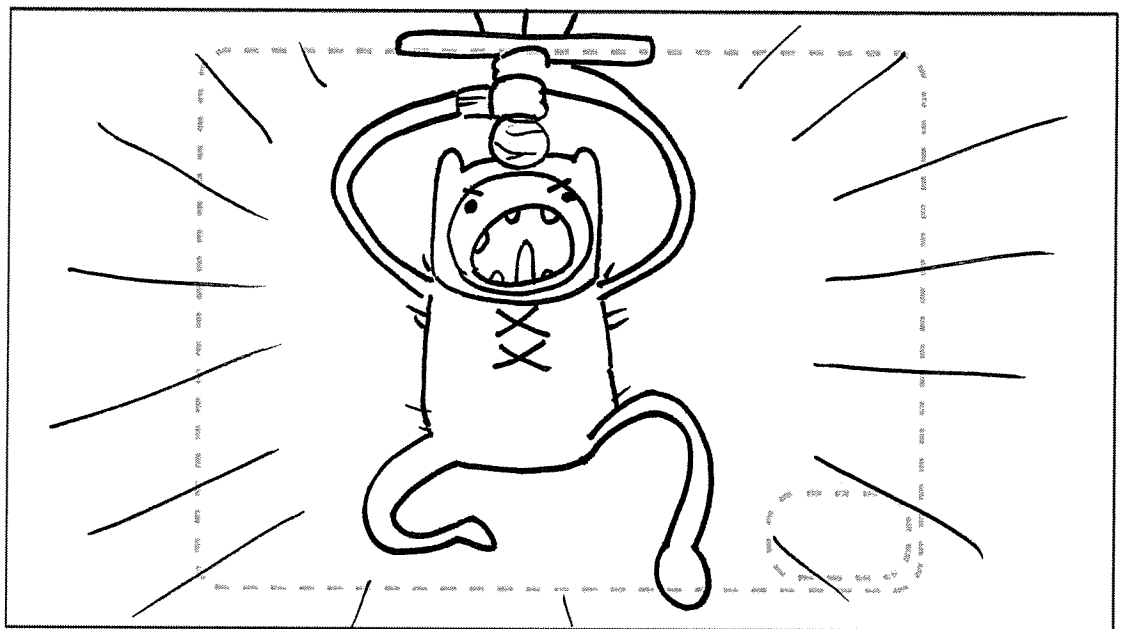
ADVENTURE TIME



Sc. 158 Pnl. B Bg. day night



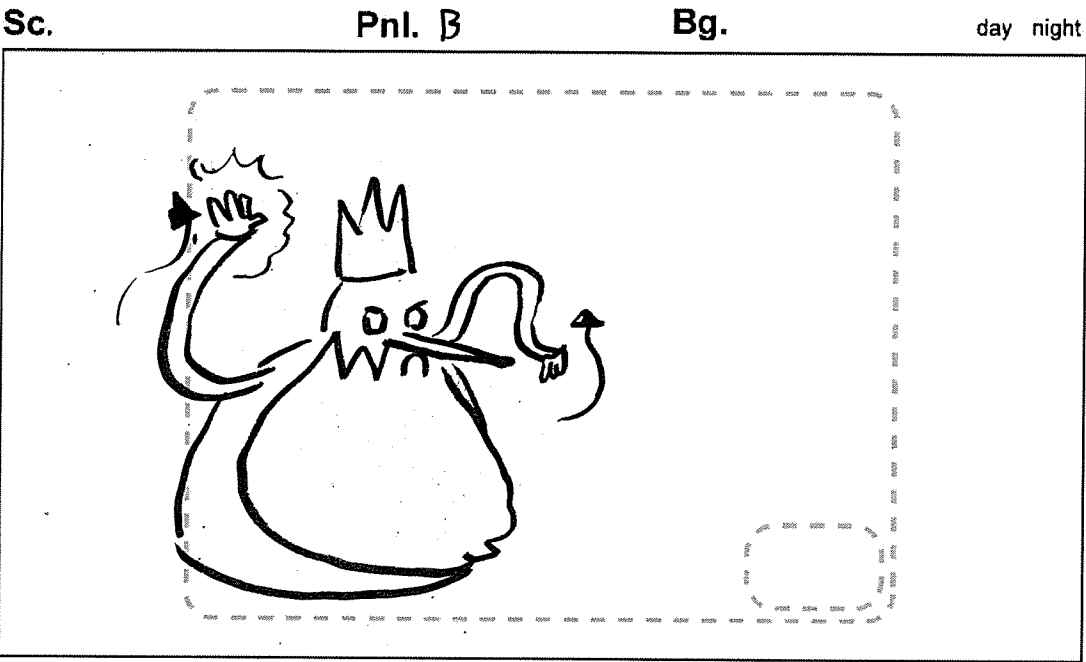
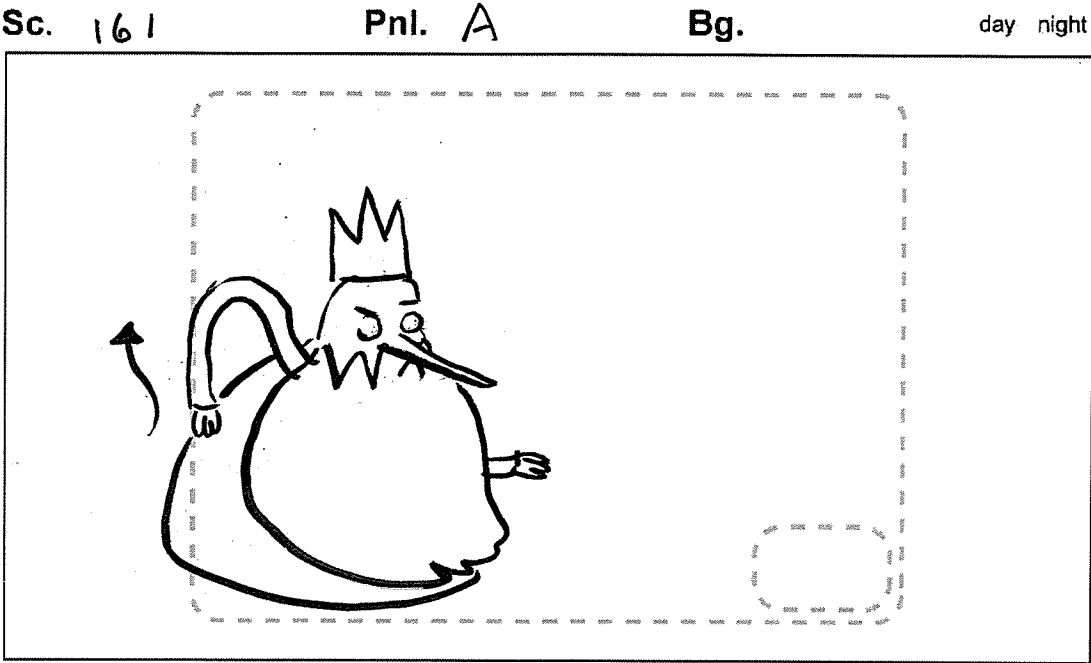
Sc. 160 Pnl. A Bg. day night



Dialog:	F: RAAAH!!!
Action:	
Timing:	

EPISODE # 100231
Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

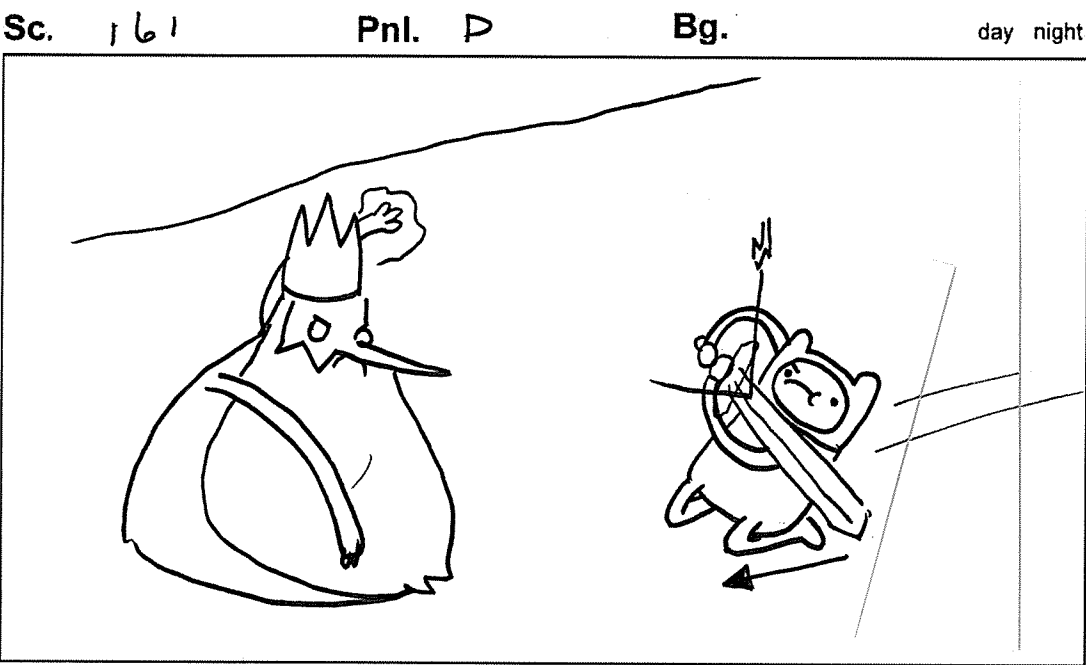
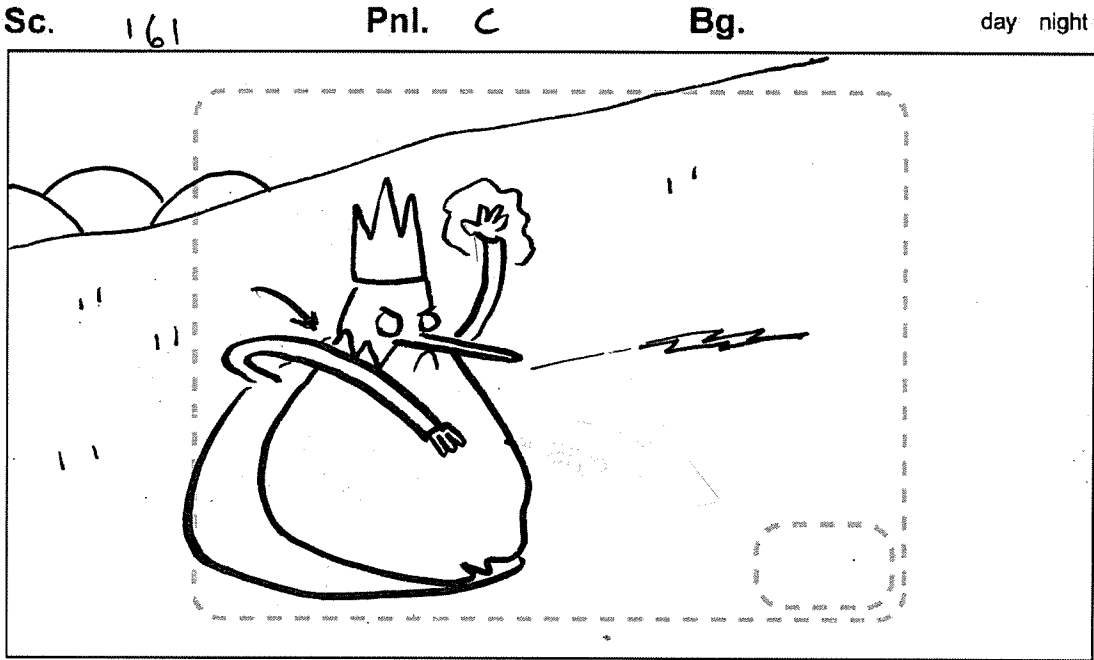
100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	ICE KING: EIT!	CHNG
Action:		ADJ
Timing:		

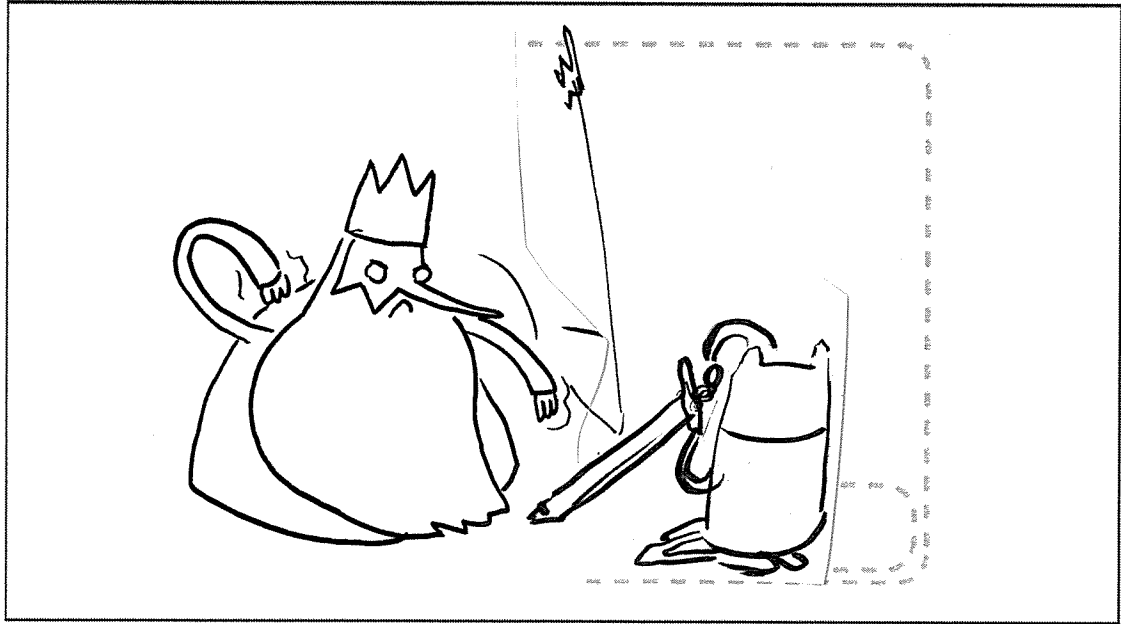
Production : 100231

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

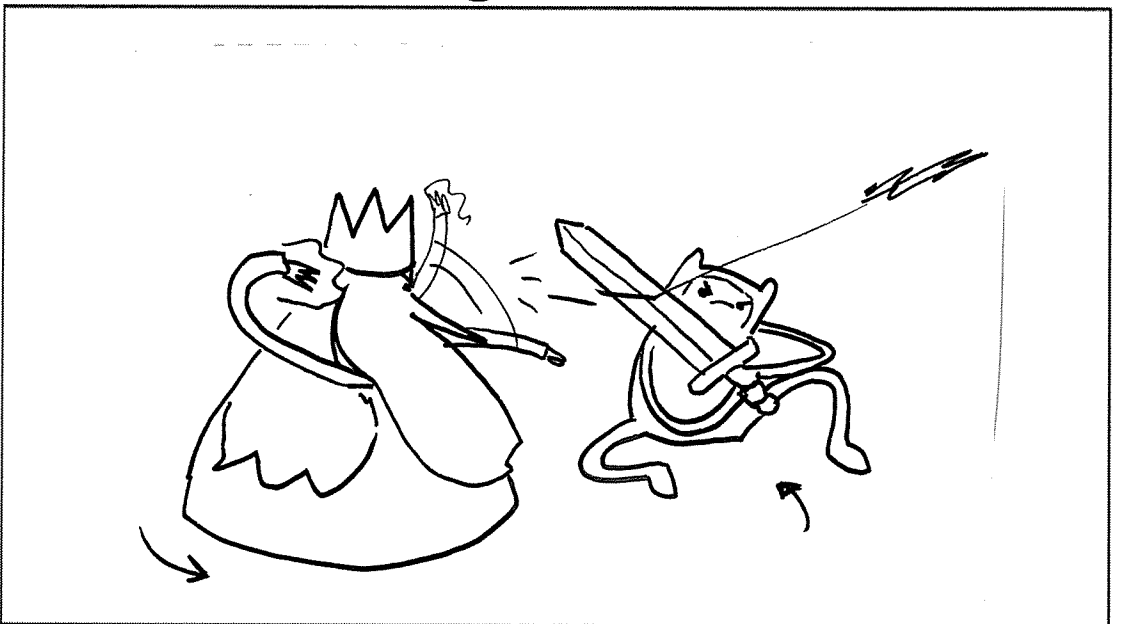
ADVENTURE TIME



Sc. 161 Pnl. E Bg. day night



Sc. Pnl. E Bg. day night



Dialog:
<p><u>IK:</u> UH!</p> <p>=CHING=</p>
Action:
Timing:

IK: (BIG WINDUP)

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

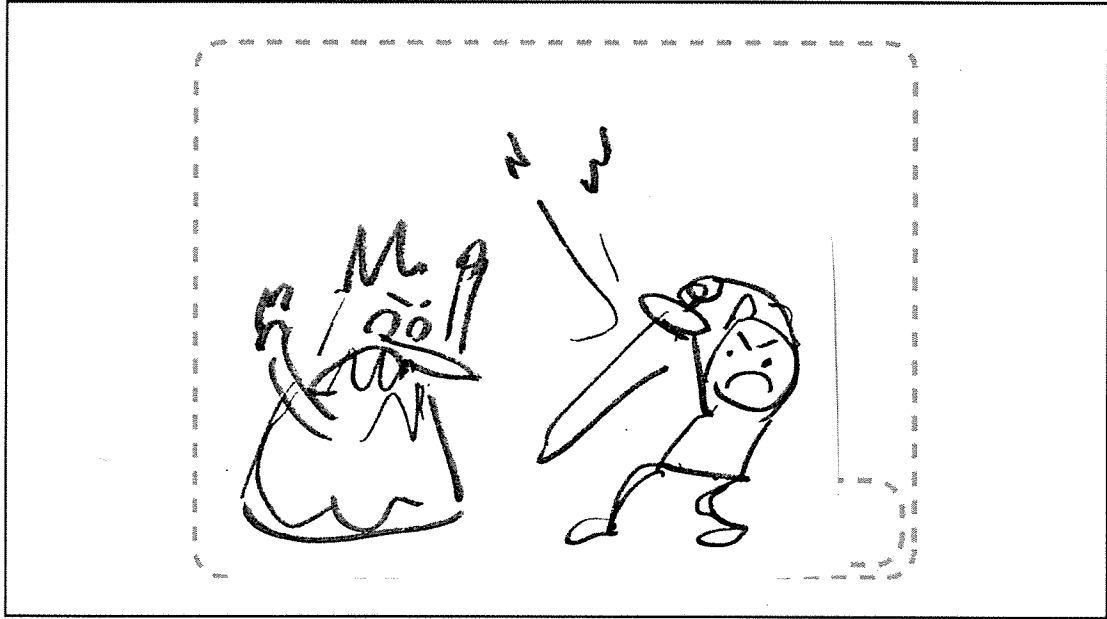


Sc. 161

Pnl. F

Bg.

day night

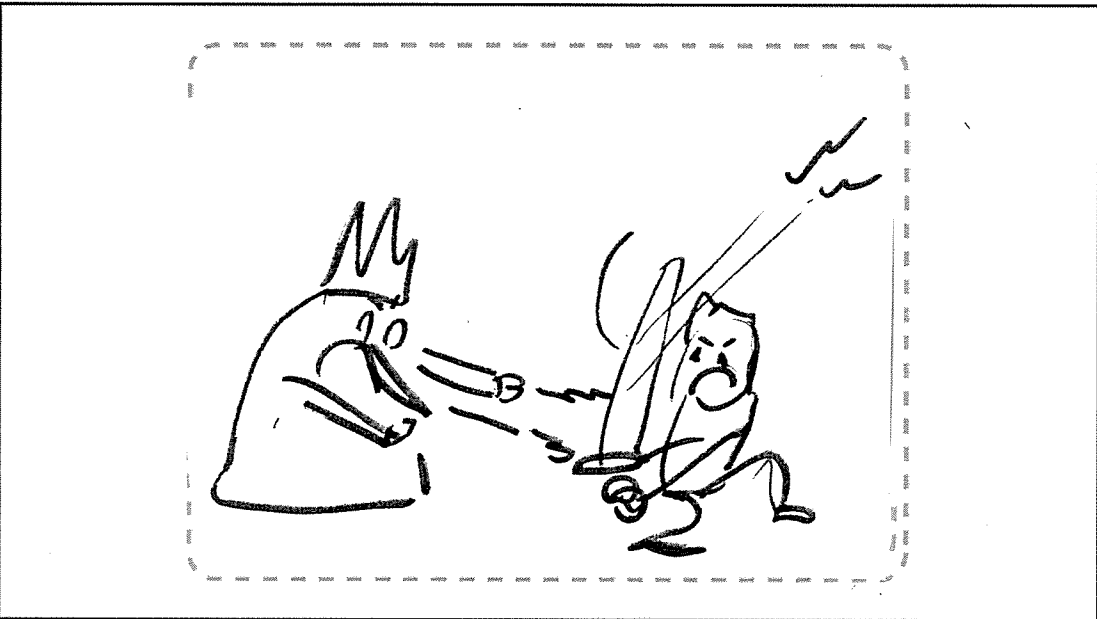


Sc.

Pnl. G

Bg.

day night



Dialog:

IK: (BIG THROW)

IK: (ANOTHER CHUCK)

Action:

Timing:

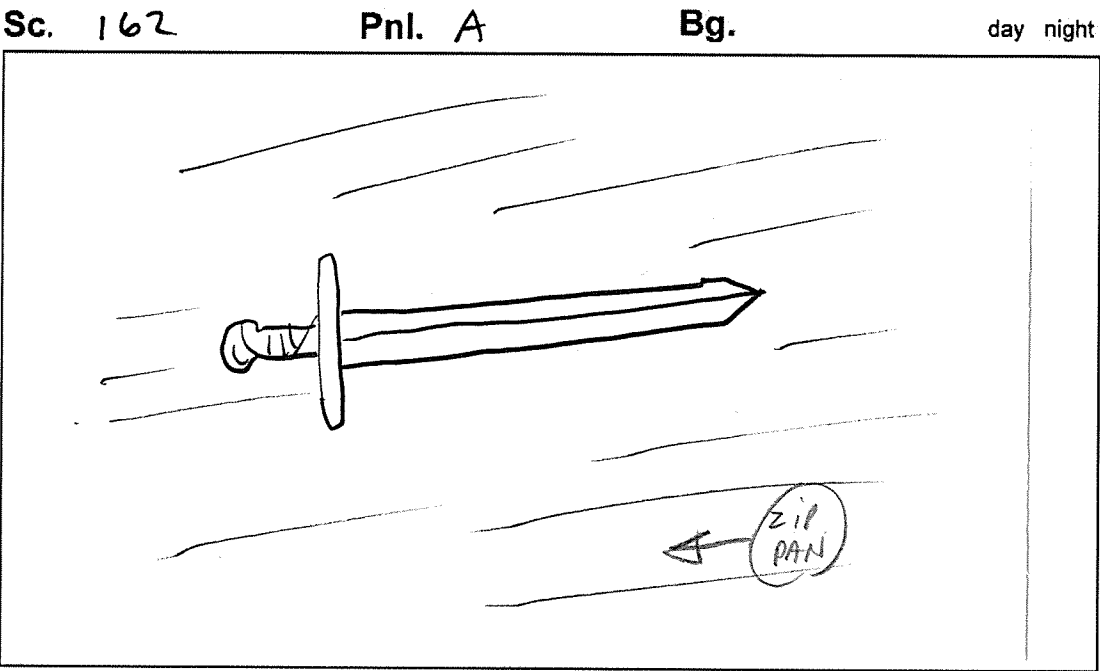
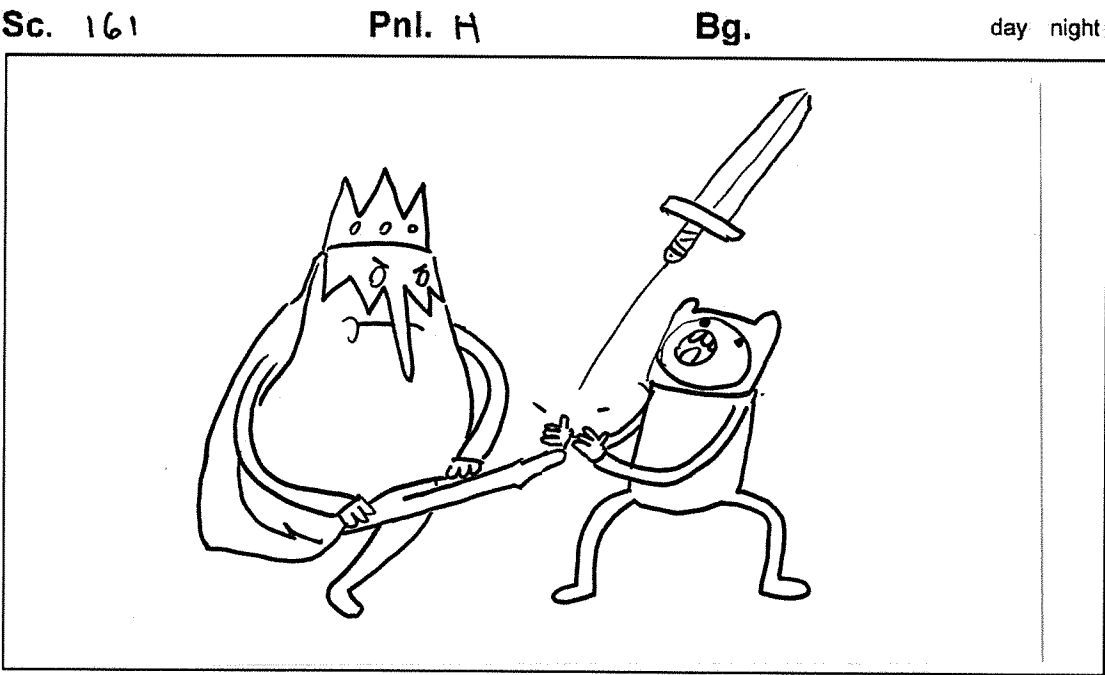
100231

EPISODE #

Production :

© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<u>FINN:</u> (GASP)
Action:	
Timing:	

Production : 100231 EPISODE #

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

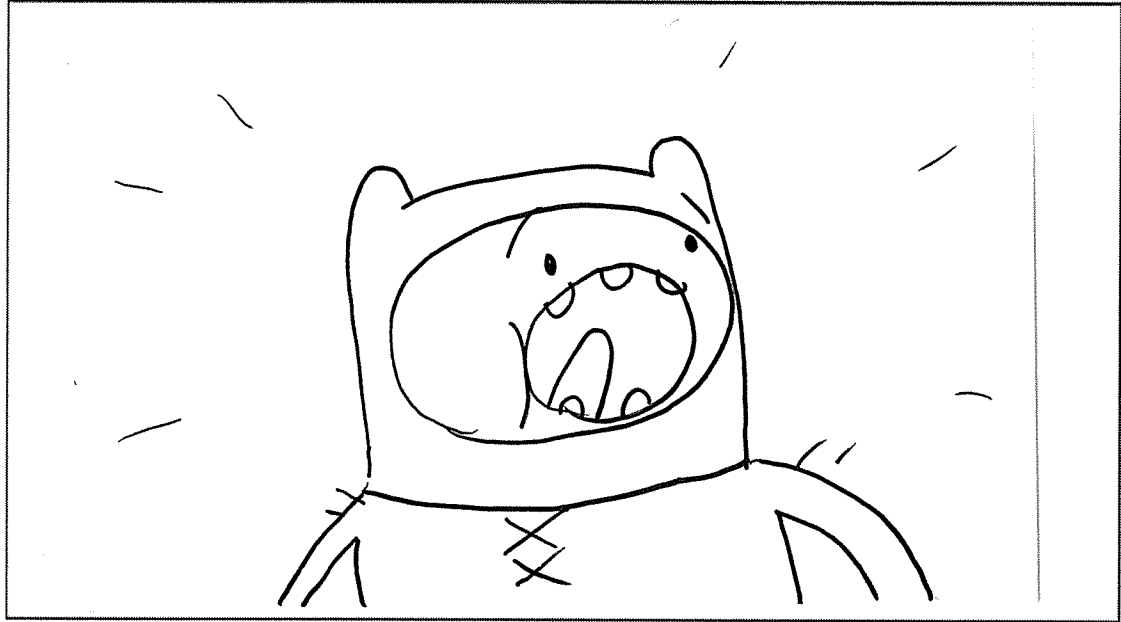


Sc. 163

Pnl. A

Bg.

day night

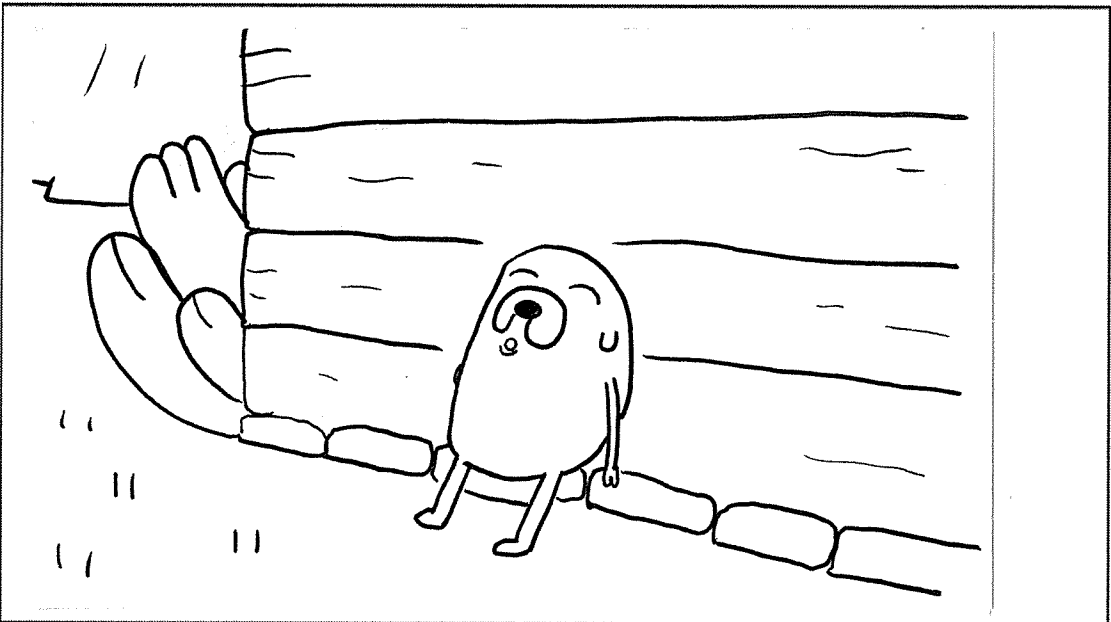


Sc. 164

Pnl. A

Bg.

day night



Dialog:

F/ JAKE!

J: (SNOZING)
F/(os) JAKE LOOK OUT!!

Action:

Timing:

100231
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 164 Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:

JAKE: (STRETCH SOUND)

Action:

(grow!)

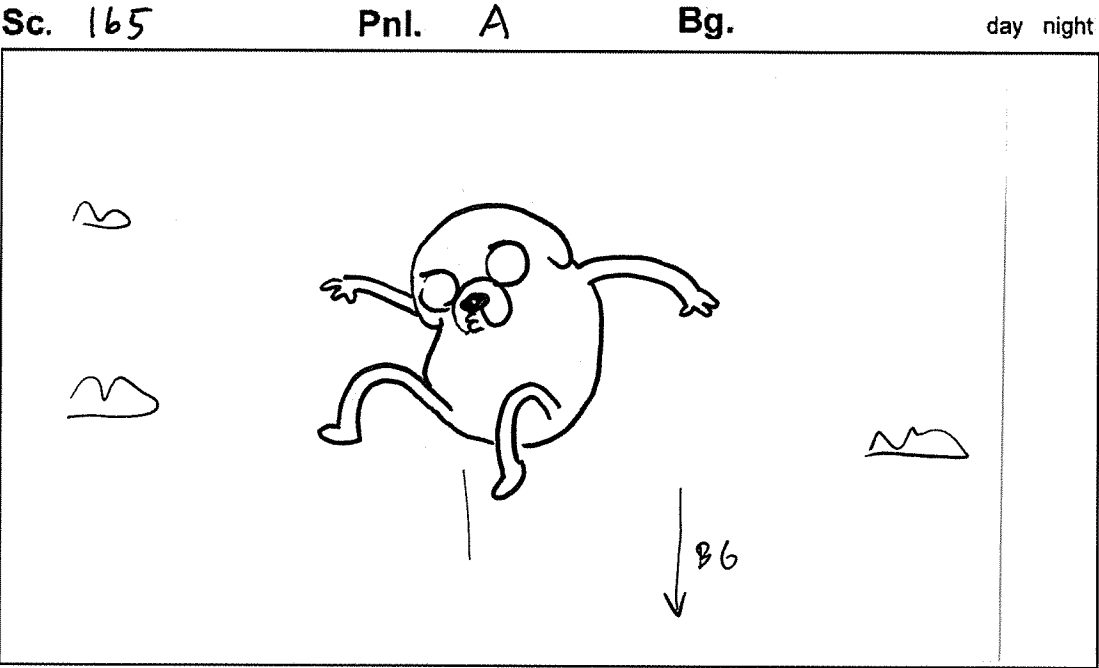
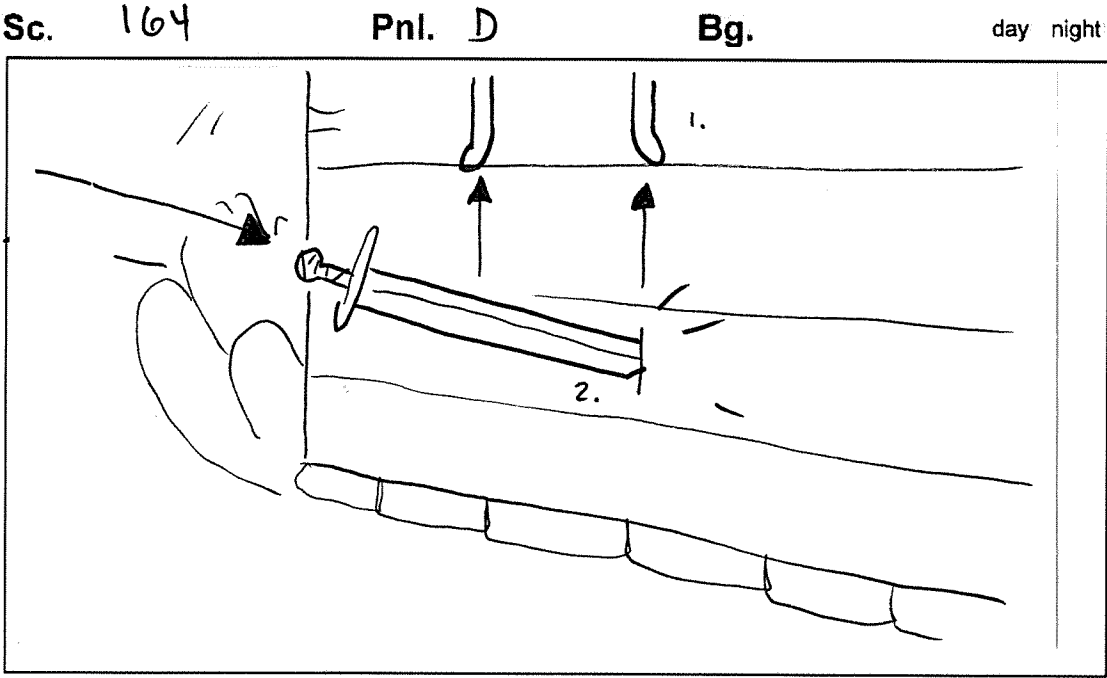
Timing:

EPISODE # 100231

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	(plunk!)	J/(v.o) come on Jake get yer head in the game
Action:	(jake's legs leap out of frame) (sword sticks in wood)	
Timing:		

100231
EPISODE #
Production :

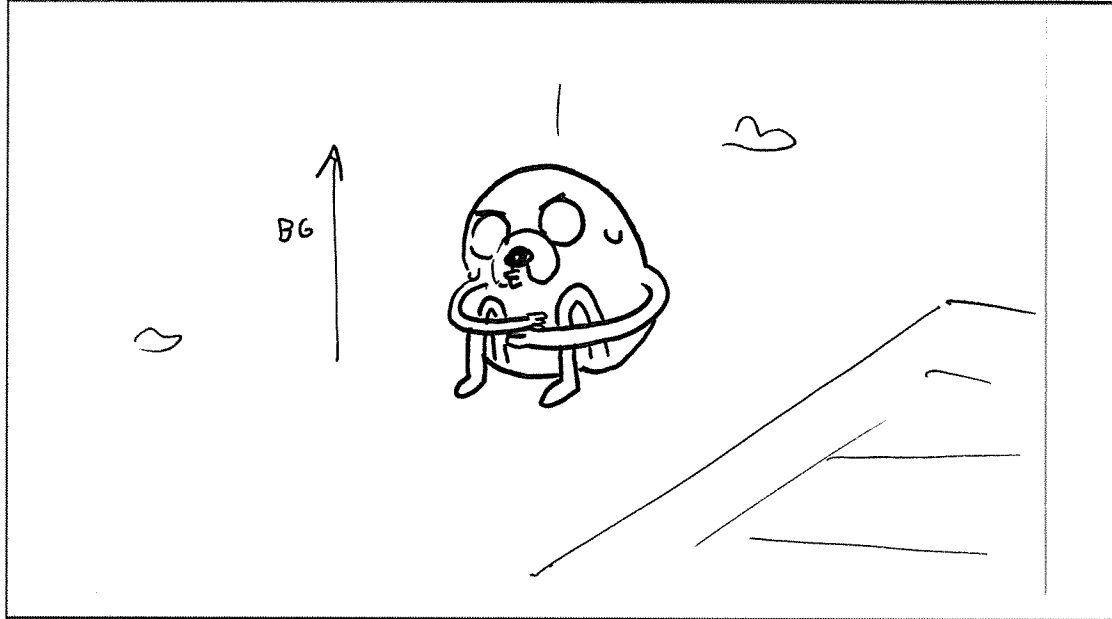
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

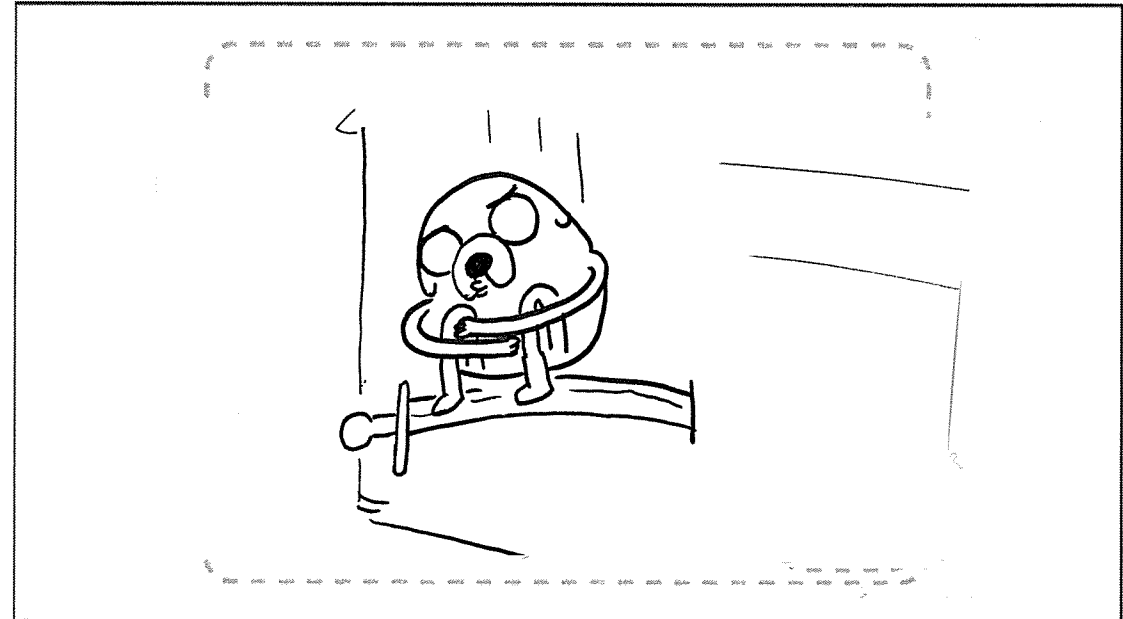


Page 223

Sc. 165 Pnl. B Bg. day night



Sc. 165 Pnl. L Bg. day night



Dialog:

Action:

Timing:

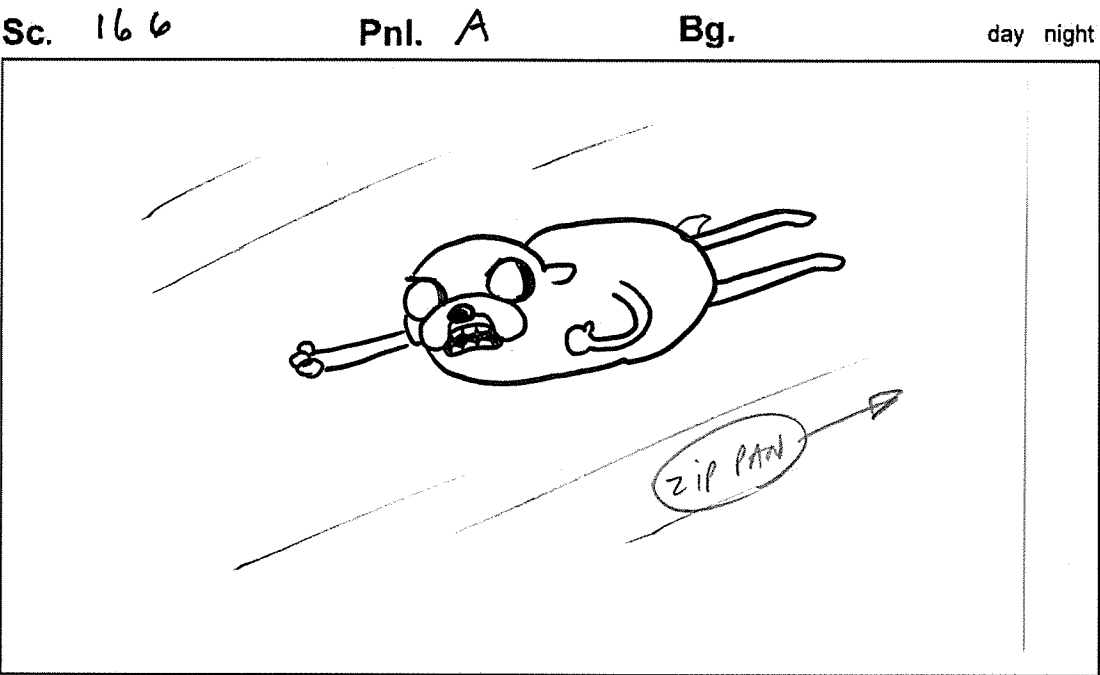
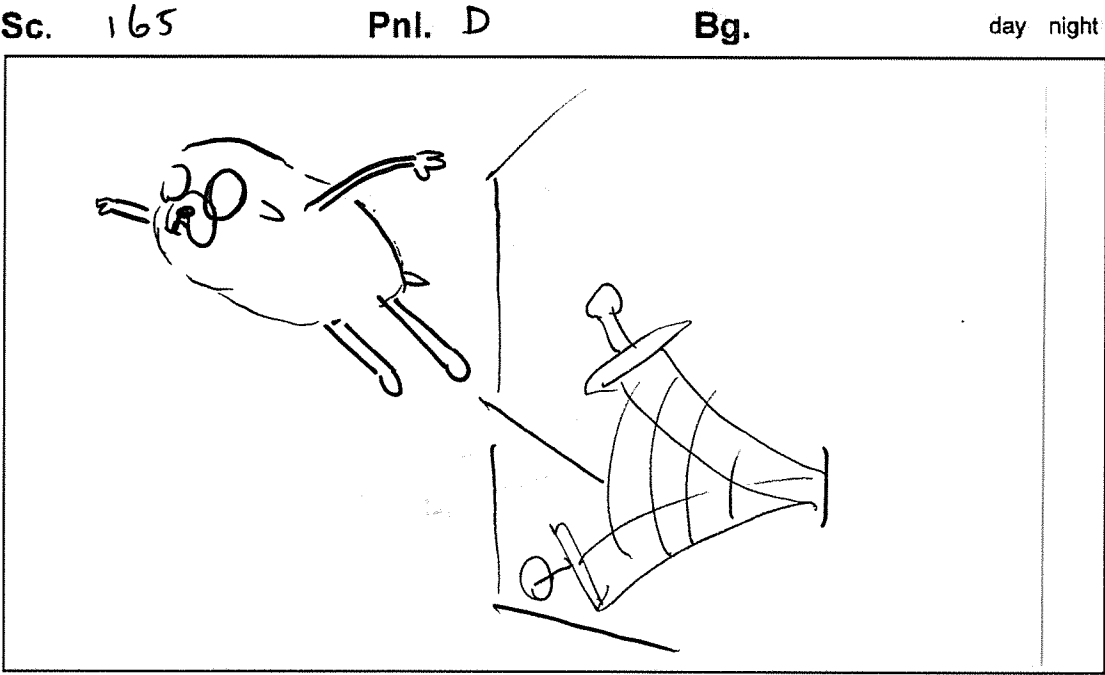
EPISODE #

100231

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	J/ Tell us why you were spying!!
Action:	(bounce!)
Timing:	

EPISODE # 100231
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes and may not be sold or transferred.

ADVENTURE TIME



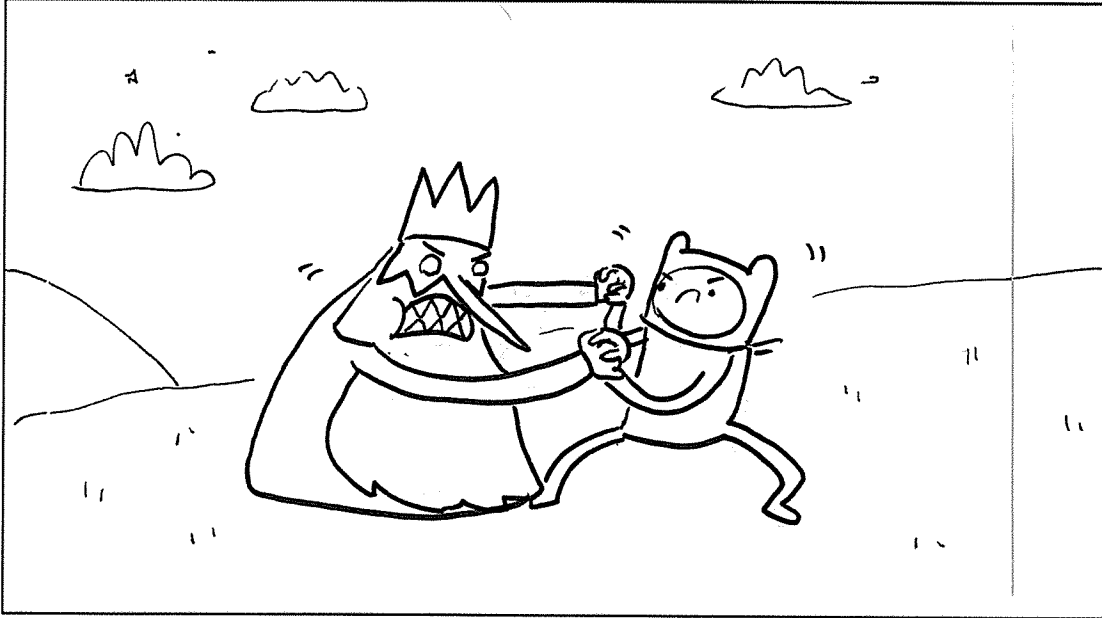
Page 225

Sc. 167

Pnl. A

Bg.

Sunrise day night

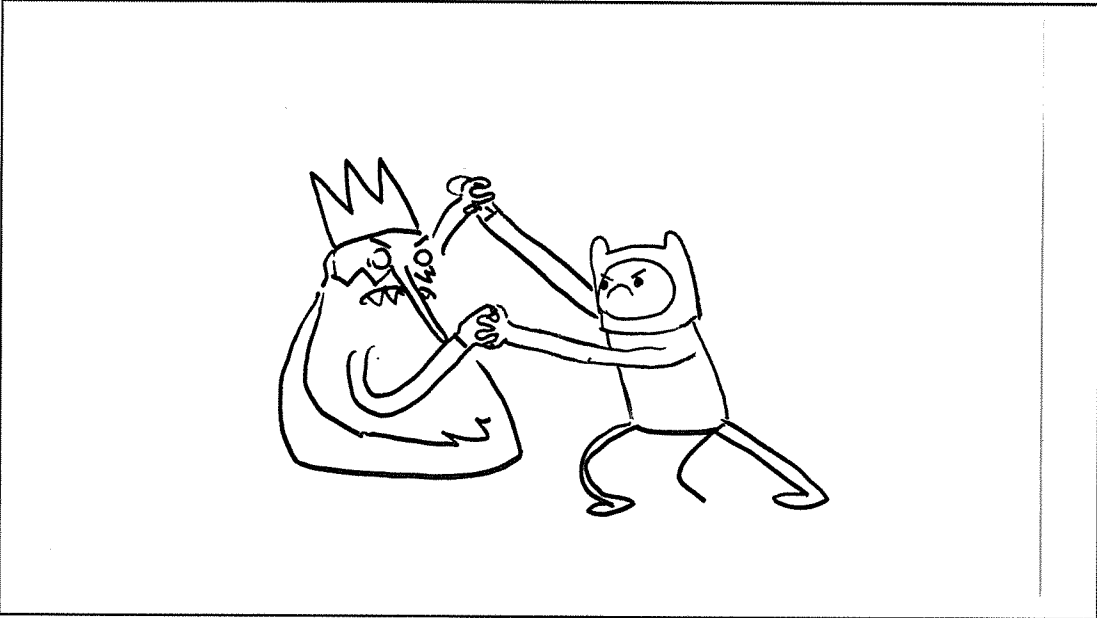


Sc.

Pnl. B

Bg.

day night



Dialog:	IK / No!
Action:	(struggle)
Timing:	

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 167

Pnl. C

Bg.

day night

Sc.

Pnl. D

Bg.

day night

Dialog:
Action: <div>(spin)</div> <div>(toss!)</div>
Timing:

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 168 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	F& J: (GASP.)	F& J: (IMPACT)
Action:		
Timing:		

100201
EPISODE #
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 169

Pnl. A

Bg.

day night

Sc.

Pnl. B

Bg.

day night

Dialog:	R & J (BIG IMPACT)
Action:	
Timing:	

100231
EPISODE #
Production :

ADVENTURE TIME



Sc. 169 Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

Dialog:	F / snakes!	J / Quick! Chuck 'em at the Ice King!
Action:		
Timing:		

100231
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 169

Pnl. E

Bg.

day night

Sc.

Pnl. F

Bg.

day night

Dialog:	F & J : (chuckling sounds)
Action:	
Timing:	

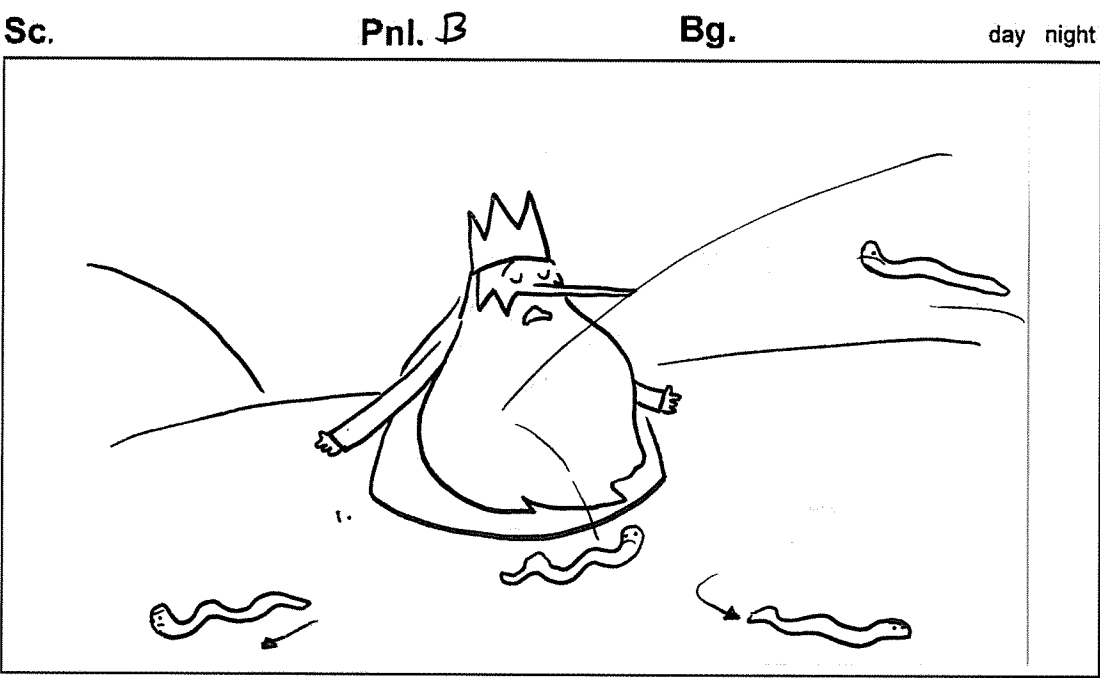
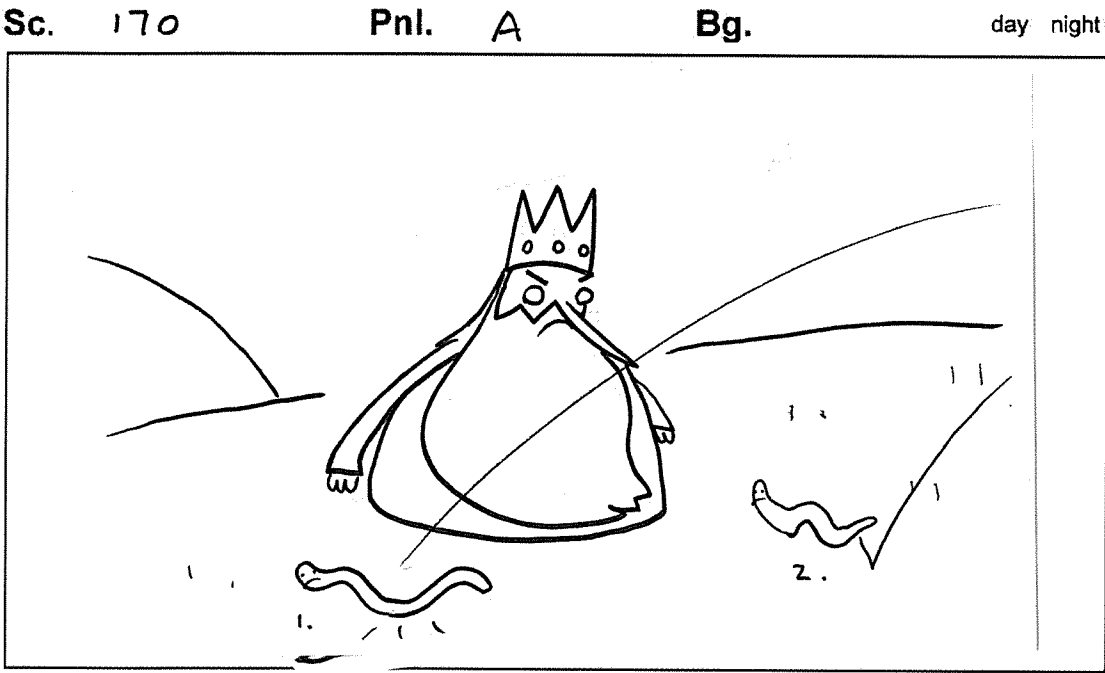
100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

Action:

Timing:

2.

Energy Force

beard Flutters

3.

100231

EPISODE #

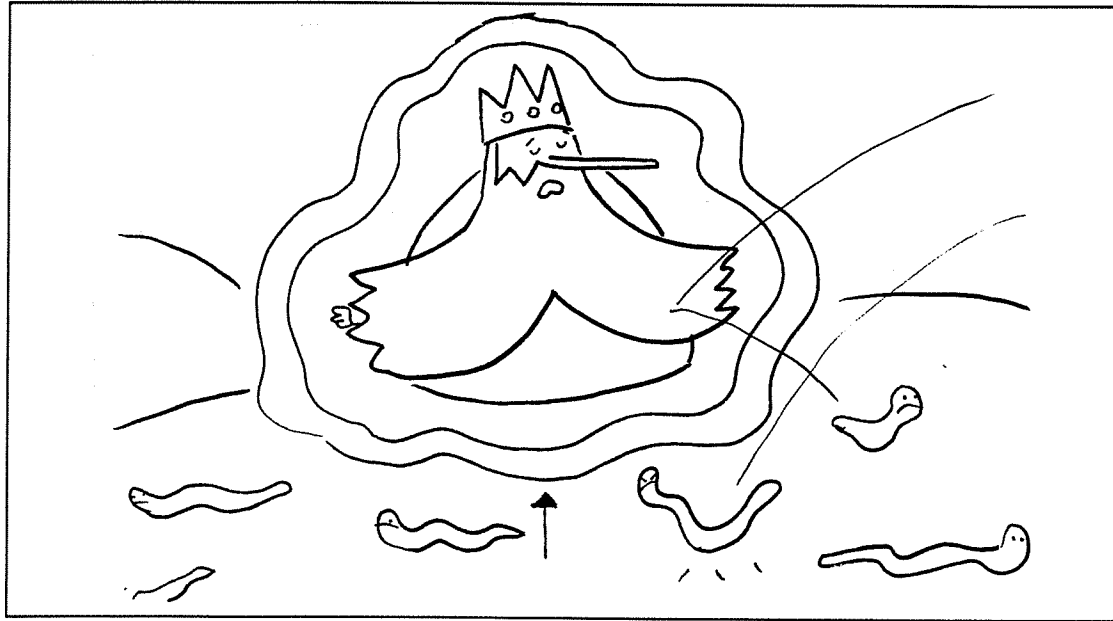
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

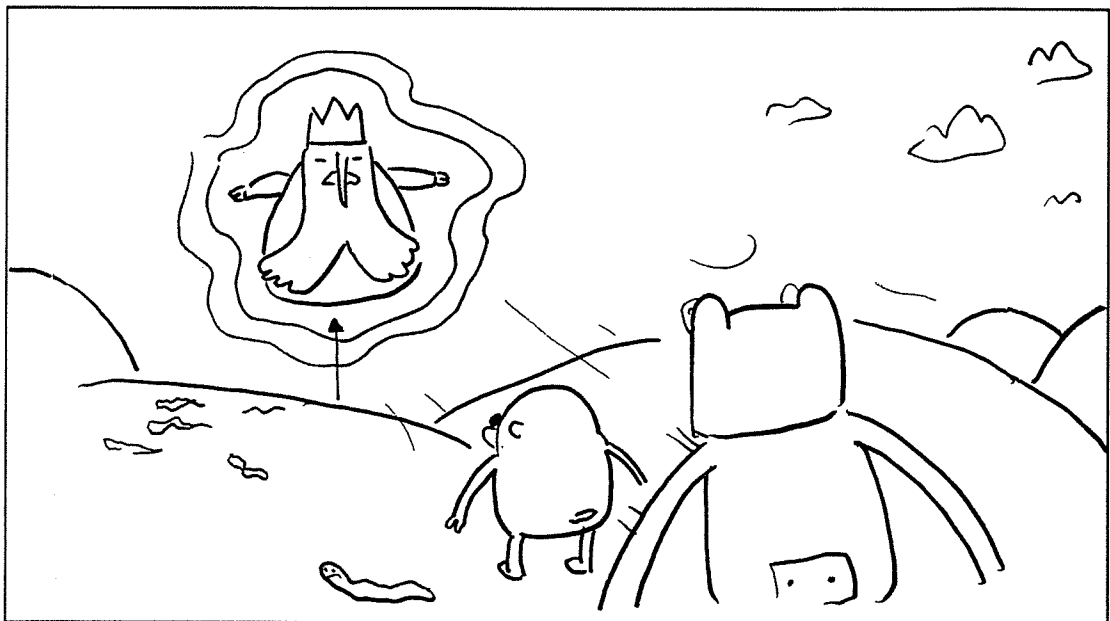
ADVENTURE TIME



Sc. 170 Pnl. C Bg. day night



Sc. 171 Pnl. A Bg. day night



Dialog:	whhhhuuu (weather disturbance) noise
Action:	
Timing:	

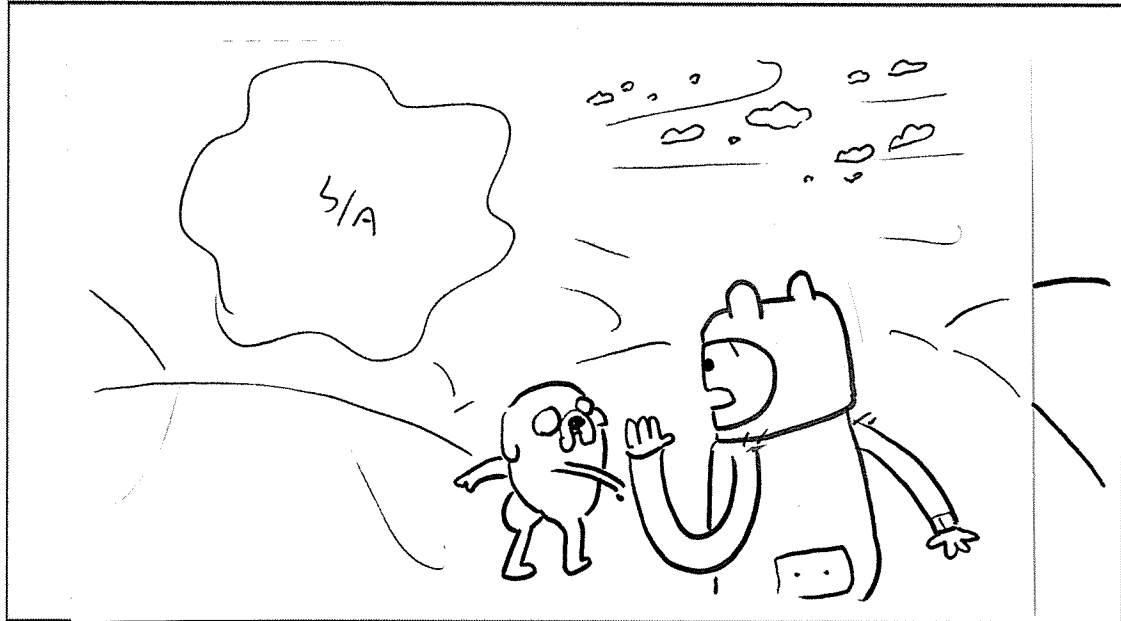
100231 EPISODE # Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

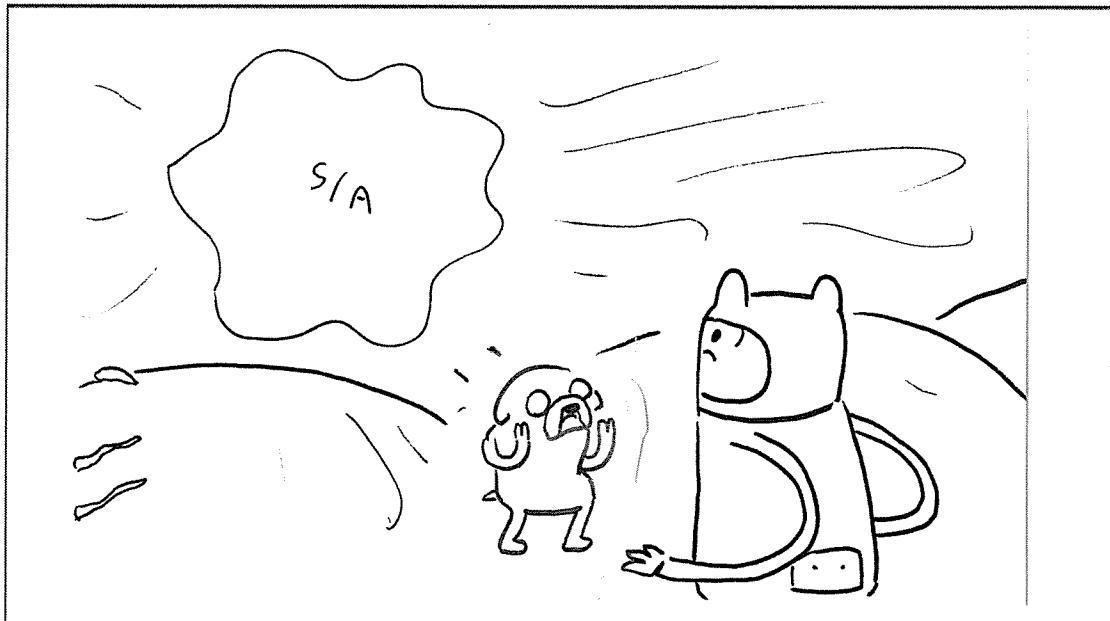
ADVENTURE TIME



Sc. 172 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



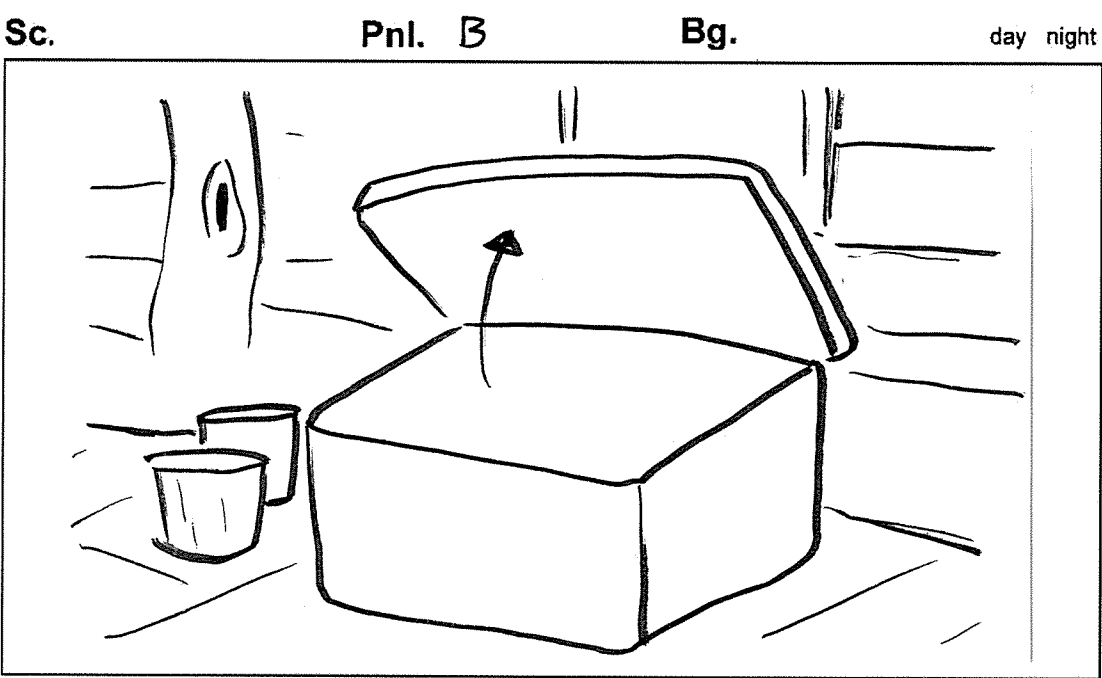
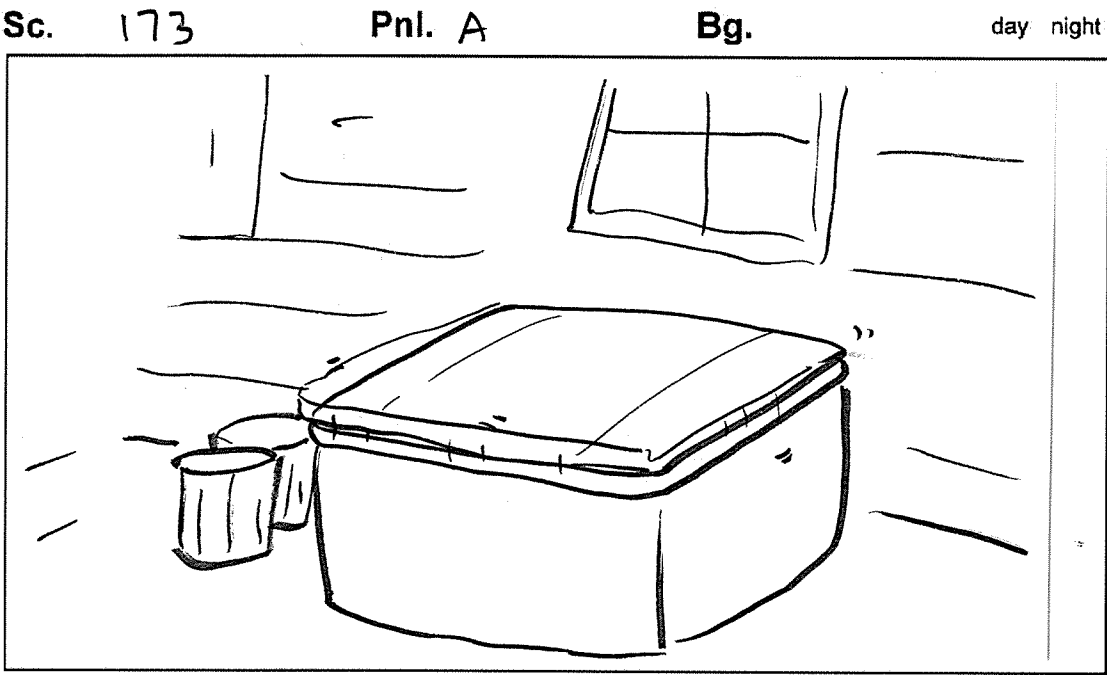
Dialog:	F/ (screaming over wind) WHAT'S HE DOING?!	J/ (screaming) HE'S USING HIS ICE POWERS!!
Action:		
Timing:		

100231

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action: (door of icebox is rattling)
Timing:

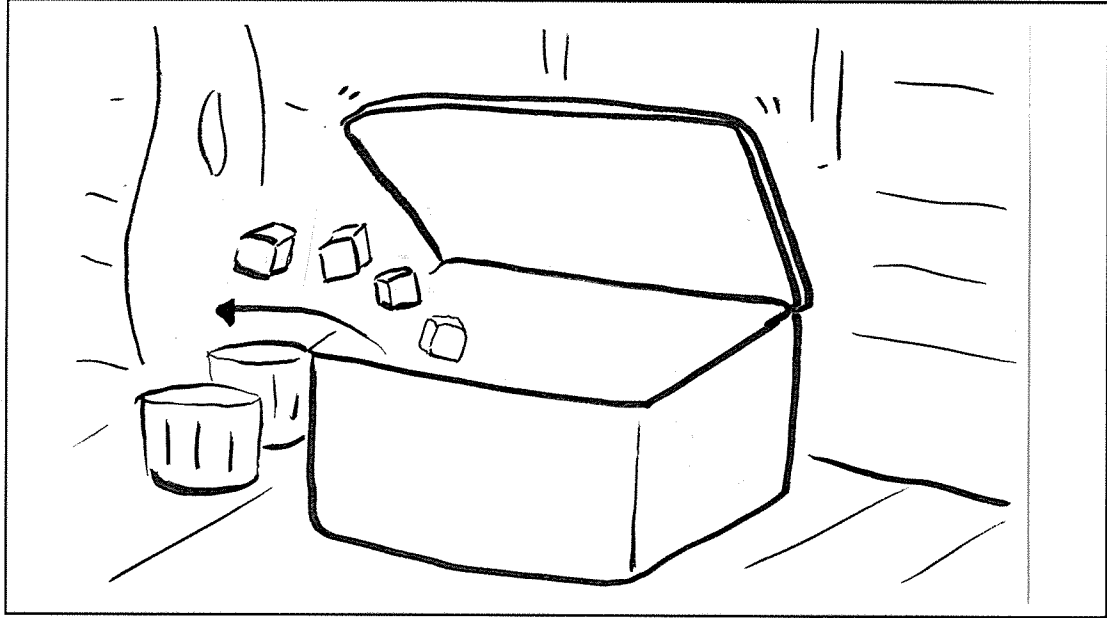
100231
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

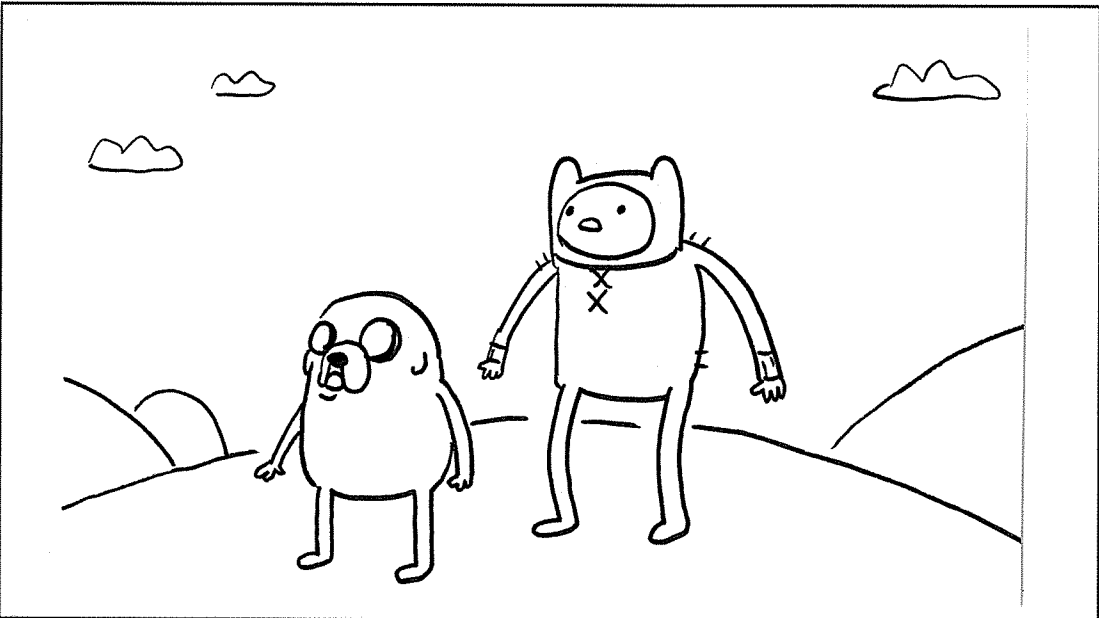
ADVENTURE TIME



Sc. 173 Pnl. C Bg. day night



Sc. 174 Pnl. A Bg. day night



Dialog:
Action:
Timing:

100231 EPISODE # Production :

ADVENTURE TIME

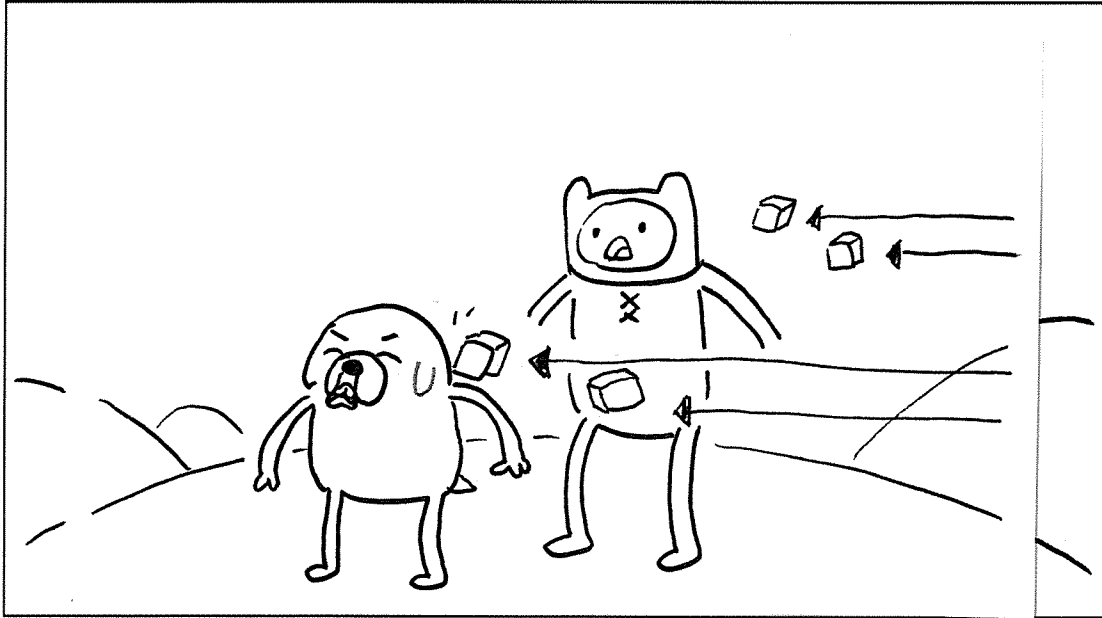


Sc. 174

Pnl. B

Bg.

day night

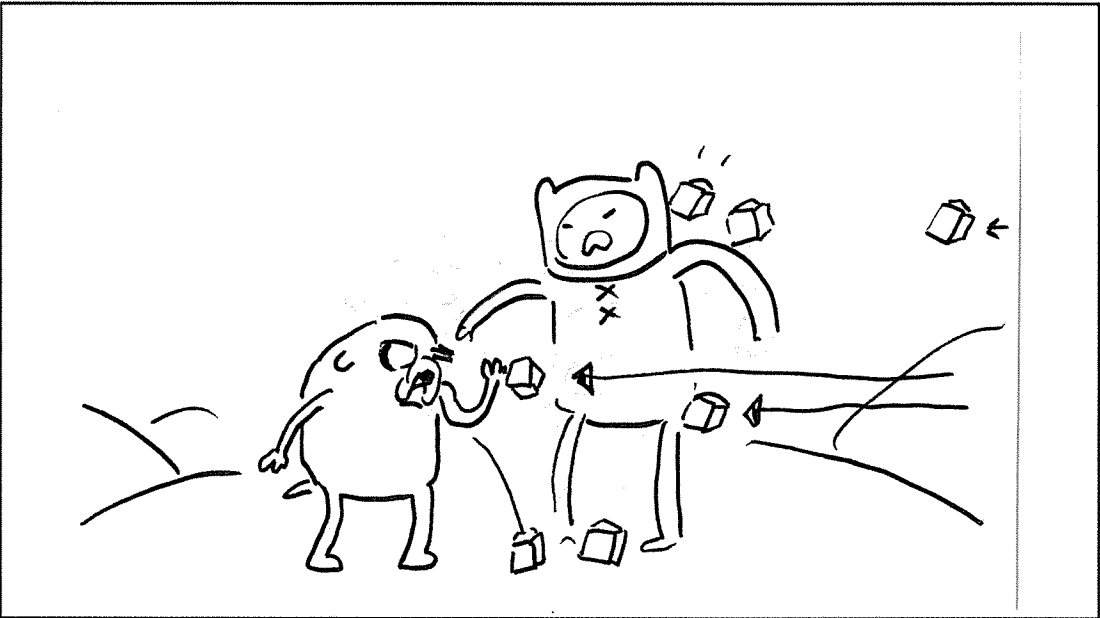


Sc.

Pnl. C

Bg.

day night



Dialog:
J / ow!
Action:
Timing:
F + J / ouch! ow. hey!

100231 EPISODE # Production :

ADVENTURE TIME

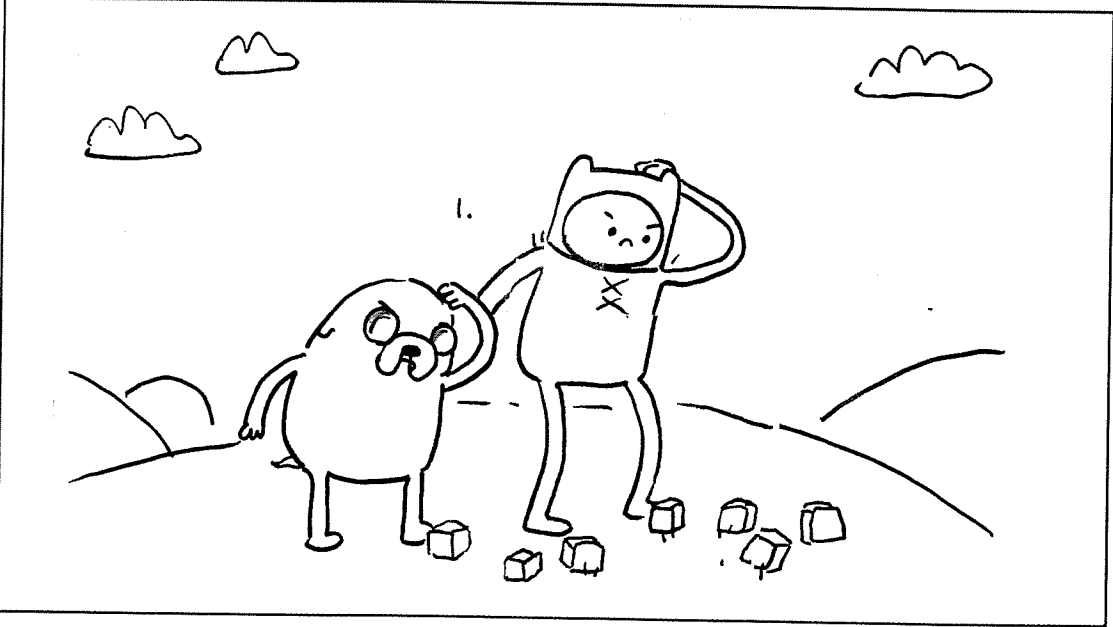


Sc. 174

Pnl. D

Bg.

day night

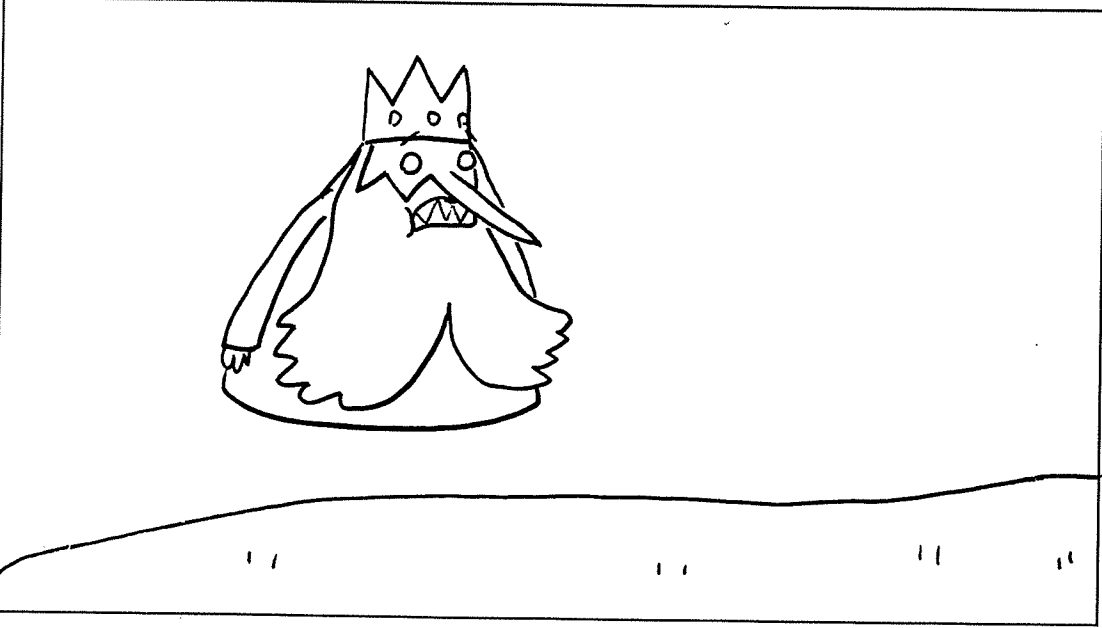


Sc. 175

Pnl. A

Bg.

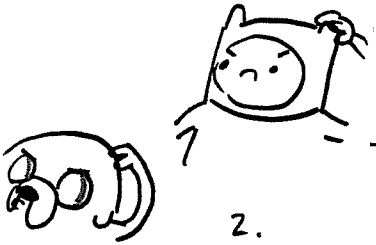
day night



Dialog:

Action:

Timing:



IK / Is that all the ice you have?

100231
EPISODE #
Production :

ADVENTURE TIME

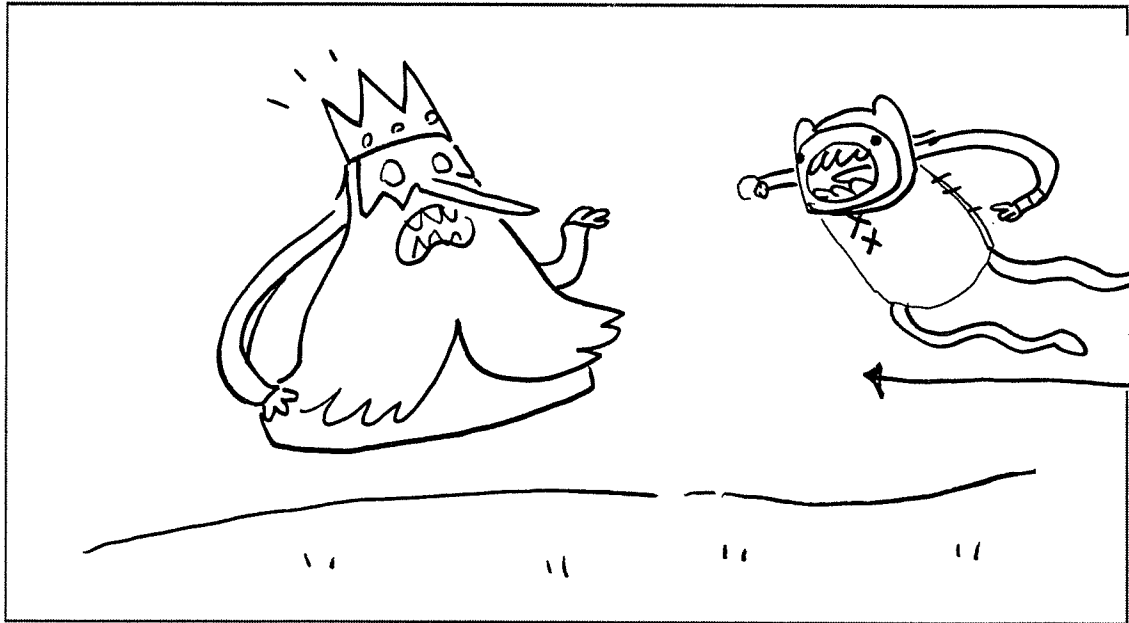


Sc. 175

Pnl. B

Bg.

day night

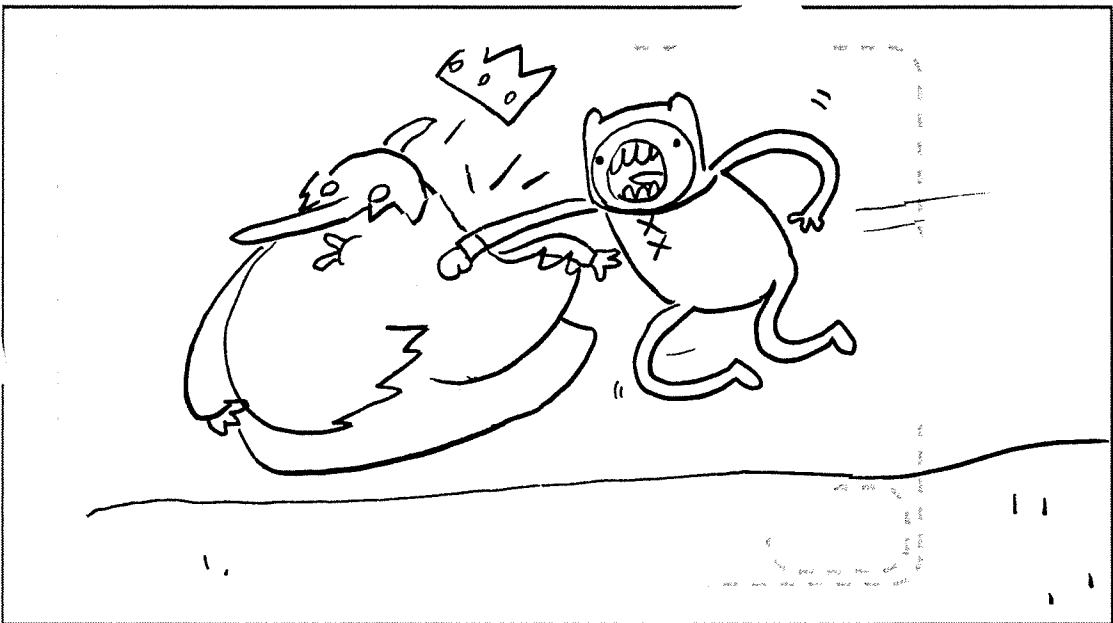




Sc.

Pnl. C

Bg.

day night



Dialog:	F / AhhhHHH..		F / <u>YES!</u>
Action:	(Finn cocks fist as he approaches)		(pow!)
Timing:			

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 175 Pnl. D Bg. day night

Sc. Pnl. E Bg. day night

Dialog:	IK! Well...you should really have... - IK!... MORE!
Action:	(kick)
Timing:	

100231
EPISODE #
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 175 Pnl. F Bg. day night

Sc. Pnl. 6 Bg. day night

Dialog:	F/ we don't need any more!	Iu/ what if you have guests?
Action:	(kick)	
Timing:		

100231
EPISODE #
Production :

ADVENTURE TIME



Sc. 175 Pnl. H Bg. day night

Sc. Pnl. I Bg. day night

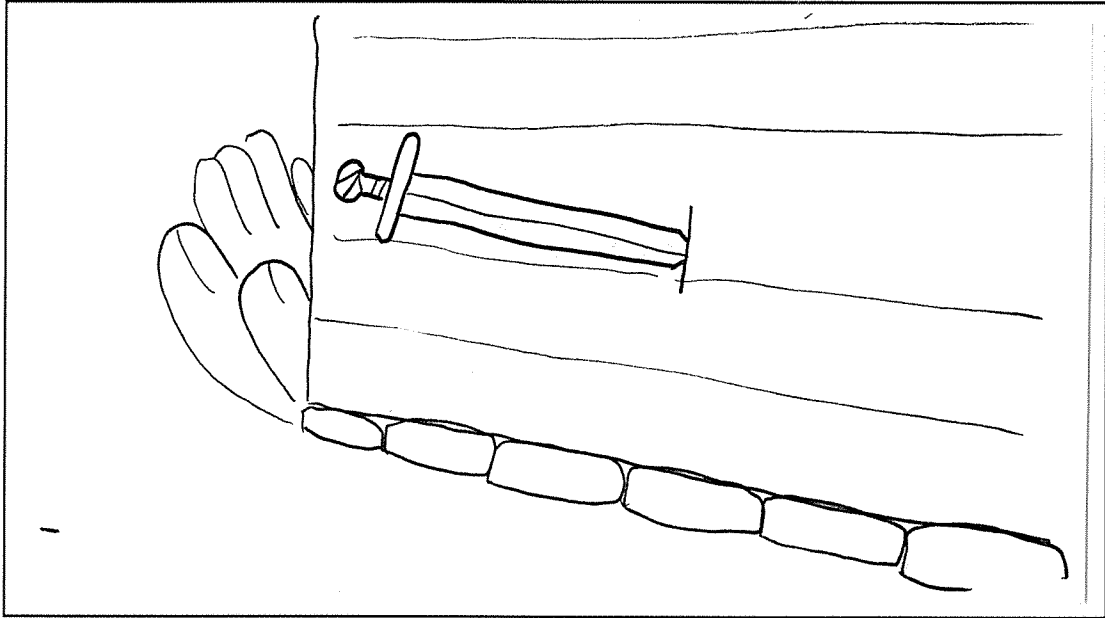
Dialog:	F/ Guests bring. their .. F/ own Ice! (struggling)
Action:	
Timing:	

100231 EPISODE # Production :

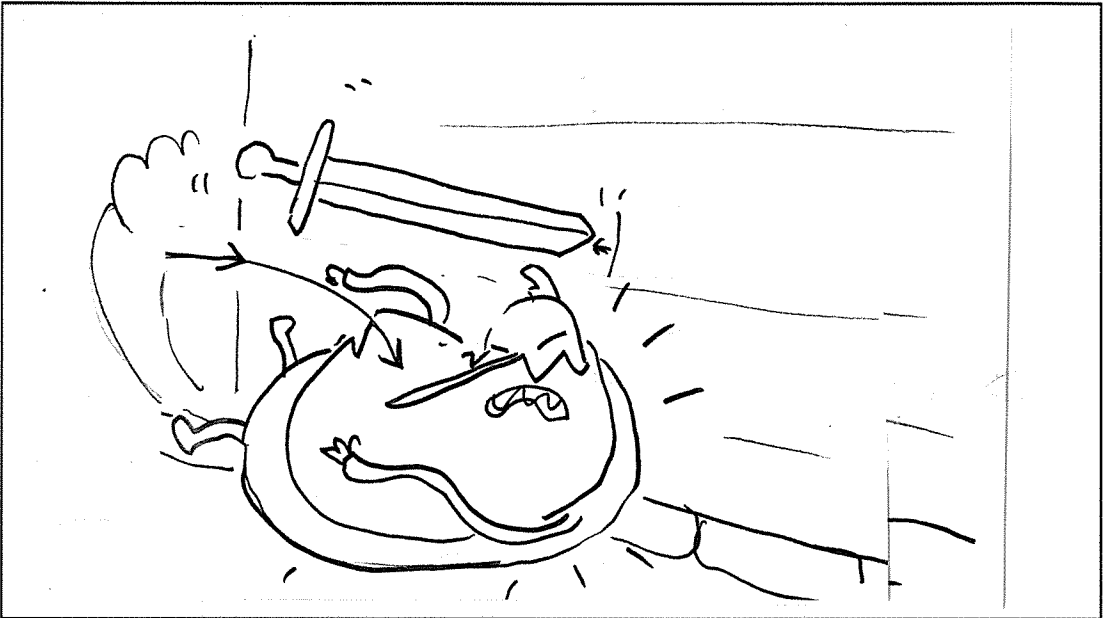
ADVENTURE TIME



Sc. 176 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
Action:
Timing:

100231
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 176 Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

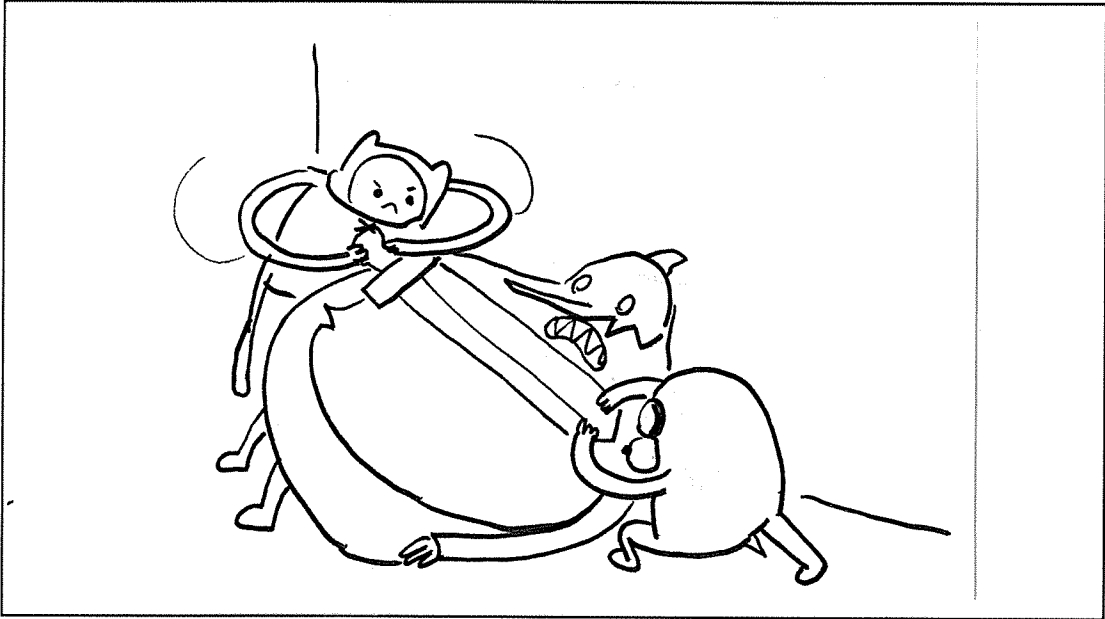
Dialog:
Action:
Timing:

100231 EPISODE # 182001 Production :

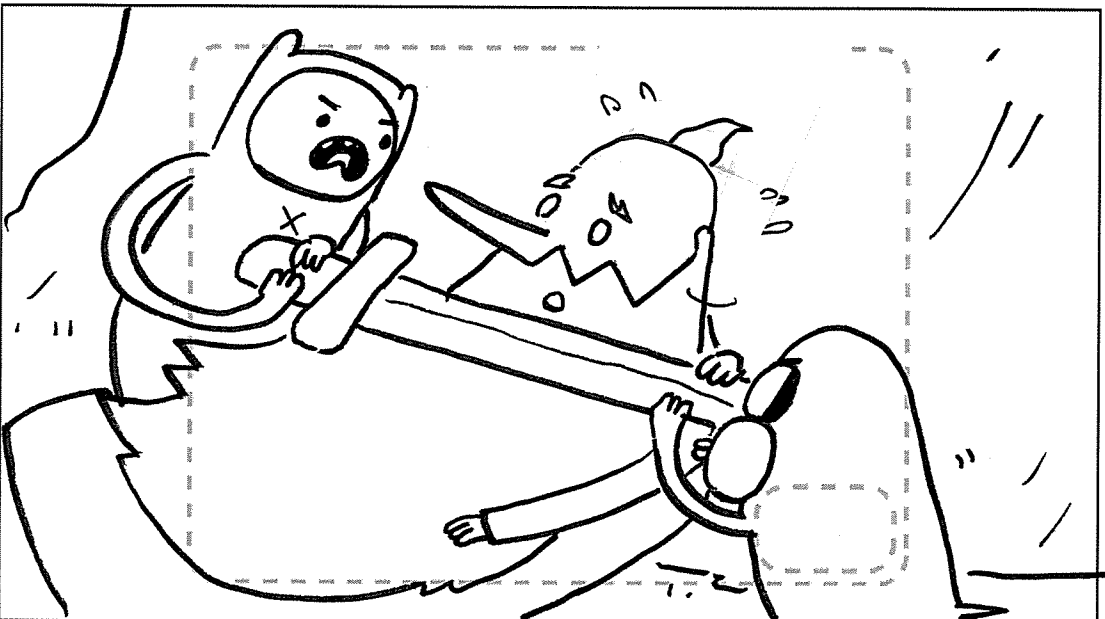
ADVENTURE TIME



Sc. 176 Pnl. E Bg. day night



Sc. 177 Pnl. A Bg. day night



Dialog:	
Action:	F/Tell us why you were watching us or we'll cut off your stupid head!
Timing:	

10001

EPISODE #

100201

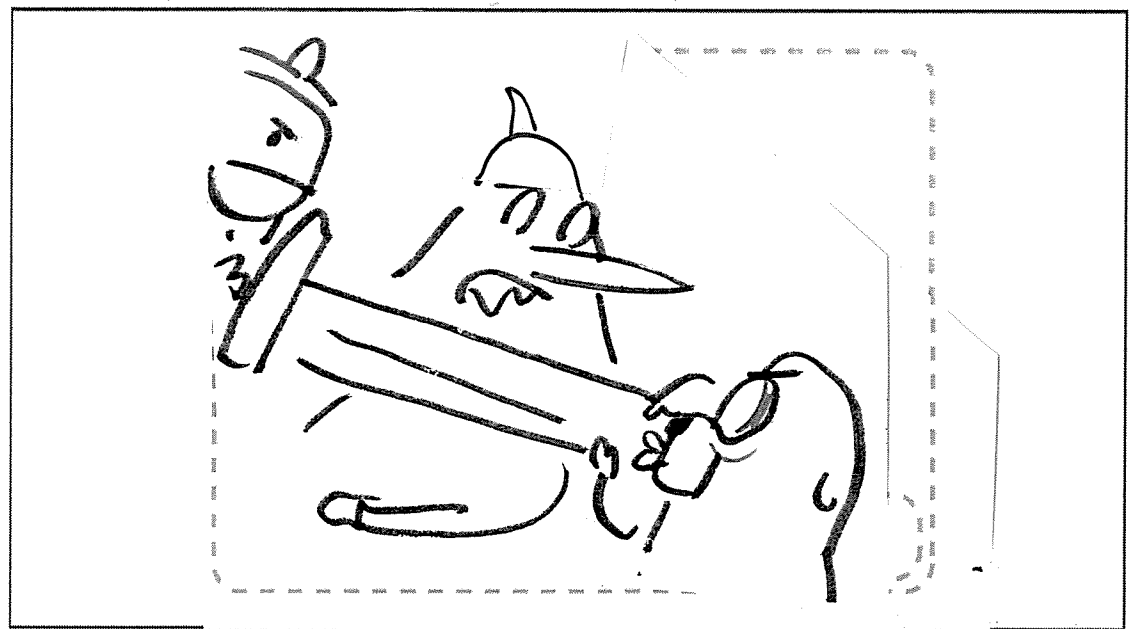
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

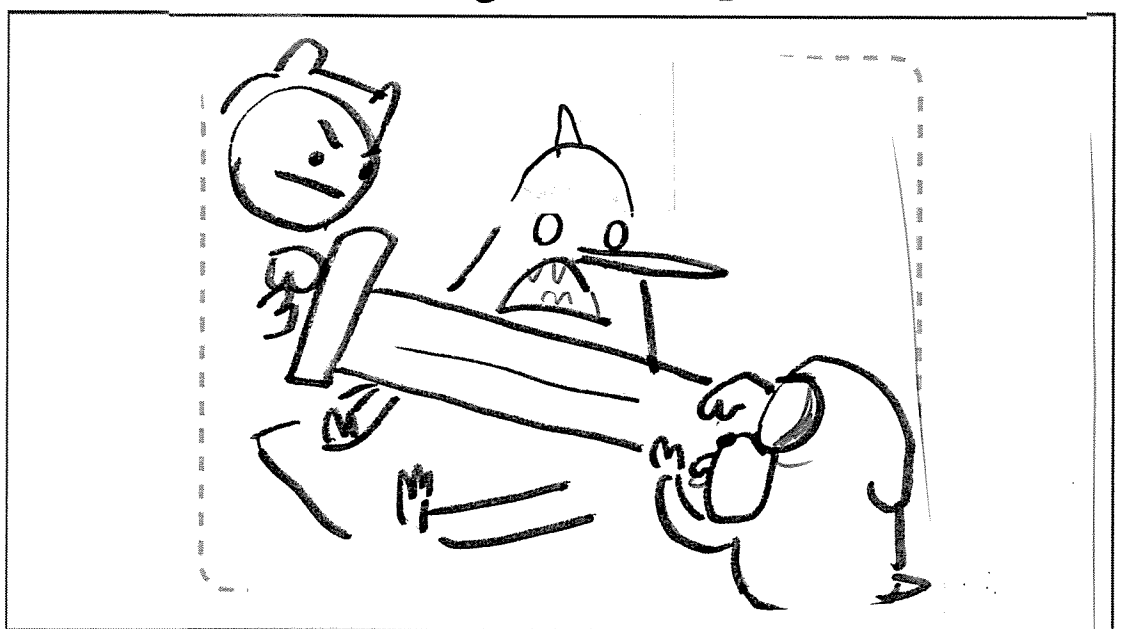
ADVENTURE TIME



Sc. 177 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:	J / Yeah an make it quick cuz we're both	IK / OK, OK! I'll TELL you...
Action:	<u>REALLY</u> sleepy!	
Timing:		

100231

EPISODE #

Production :

ADVENTURE TIME

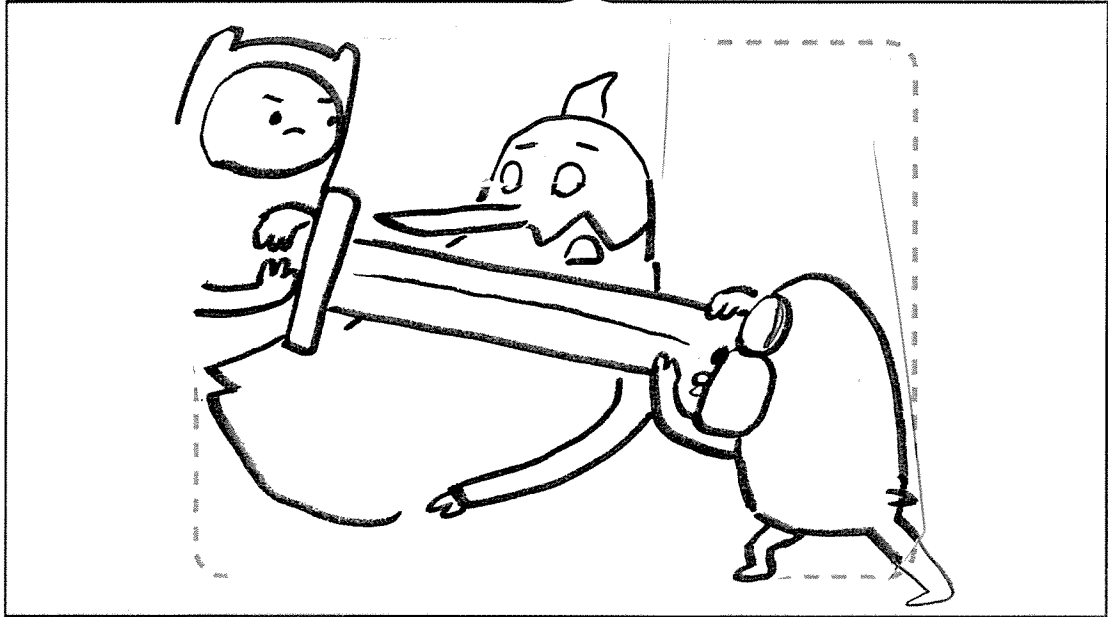


Sc. 177

Pnl. D

Bg.

day night

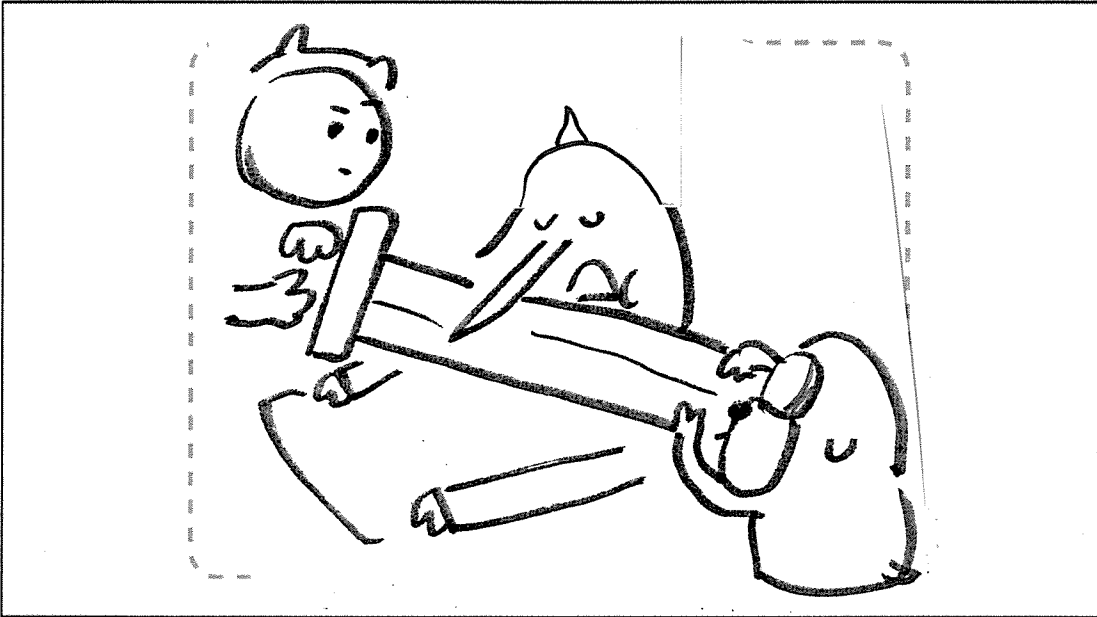


Sc.

Pnl. E

Bg.

day night



Dialog:

IK/ I was watching you...

IK/ To learn how to be happy.

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



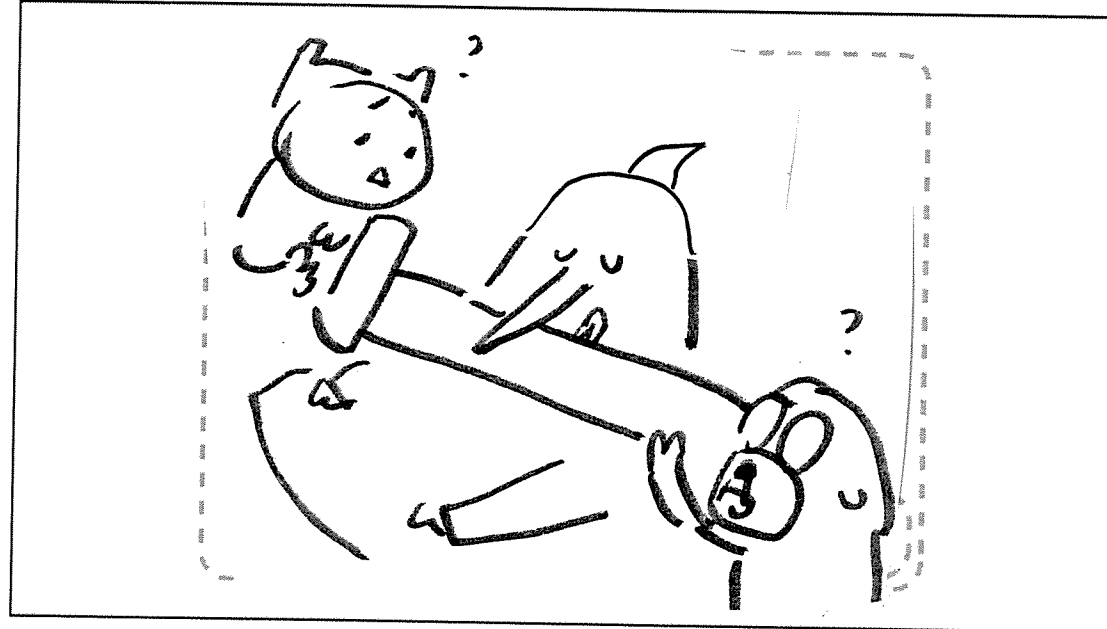
Page 247

Sc. 177

Pnl. F

Bg.

day night

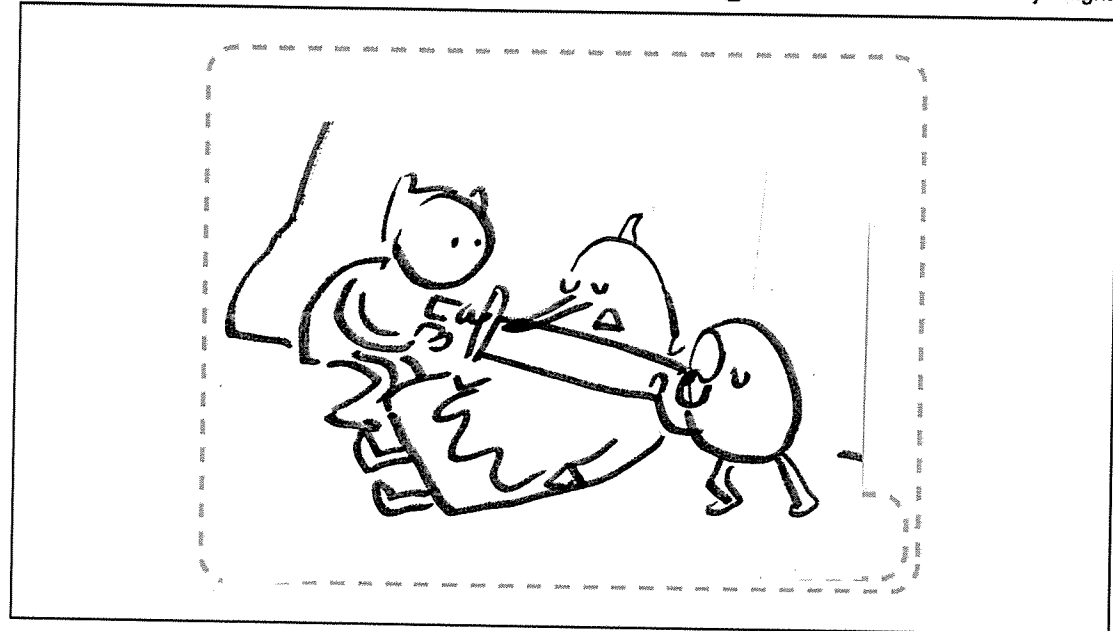


Sc. 178

Pnl. A

Bg.

day night



Dialog:

F / huh?
J / HuH?

IK / It's true...

Action:

Timing:

100231

EPISODE #

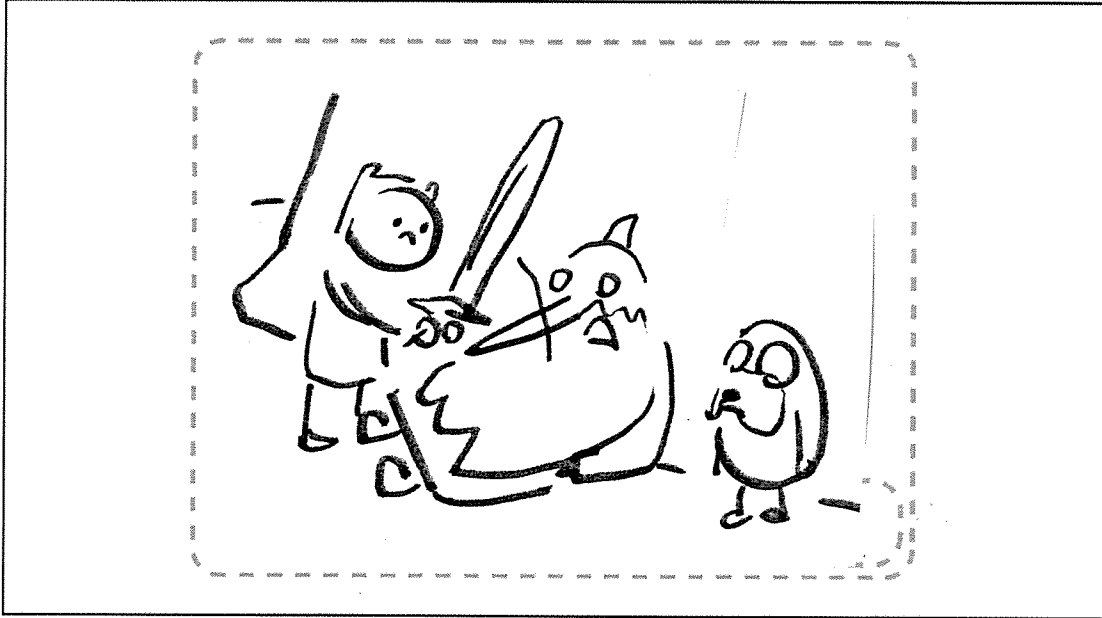
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

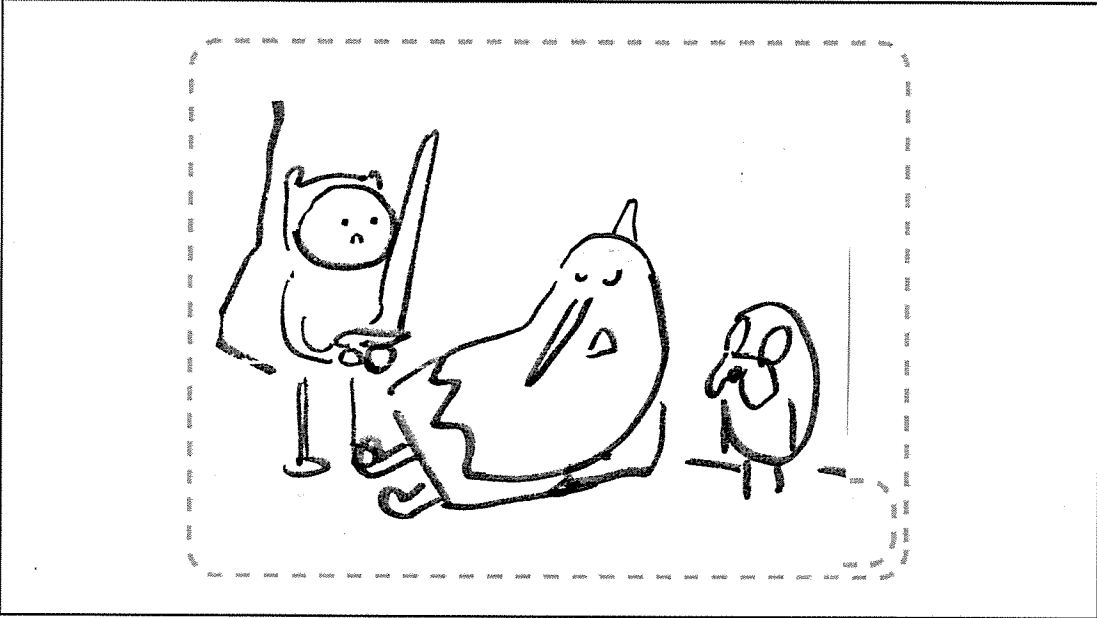
ADVENTURE TIME



Sc. 174 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:	IK / I would like to be happy like you guys.	IK / but I have no idea how..
Action:		
Timing:		

100231
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 174

Pnl. D

Bg.

day night

Sc.

Pnl. E

Bg.

day night

Dialog:	
J/	So you dressed up like a horse?
IK/ have pity on me ...	
Action:	
Timing:	

100231 EPISODE # Production :

© 2000 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 179 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	IK (VO) I've been so sad and miserable ...	IK / I cry all the time ..
Action:		
Timing:		

10021
EPISODE #

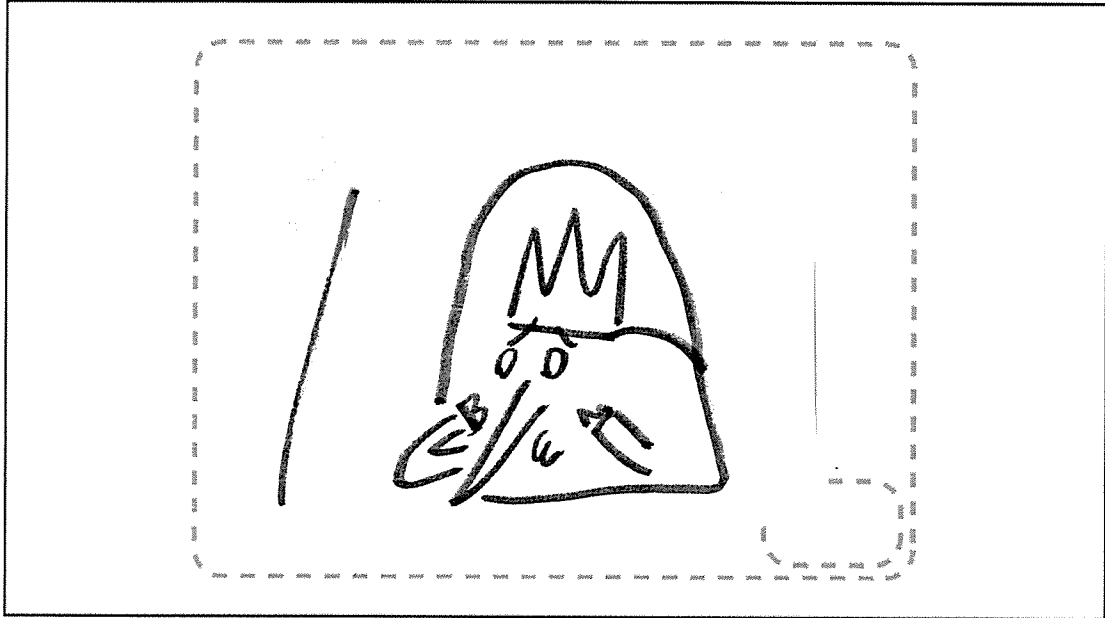
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

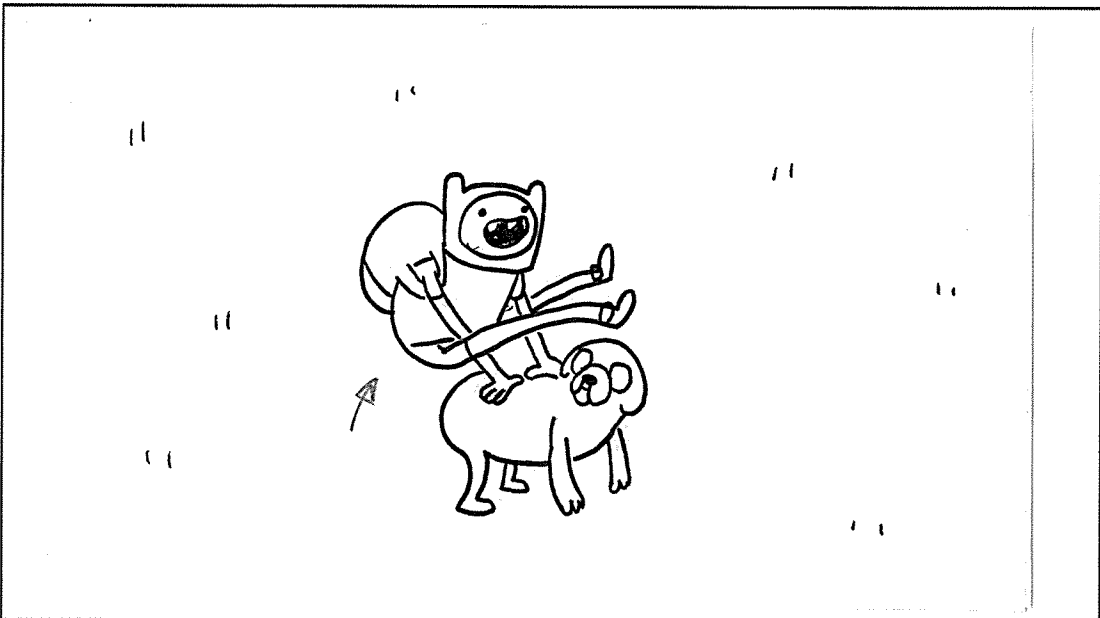
ADVENTURE TIME



Sc. 179 Pnl. C Bg. day night



Sc. 180 Pnl. A Bg. day night



Dialog:	but whenever I see you two...	IKI (vo) You always look so happy
Action:		
Timing:		

10021

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 181 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	Ik/ They're just ... <u>HOPPING</u> over each other!
Action:	
Timing:	

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 181 Pnl. A Bg. day night

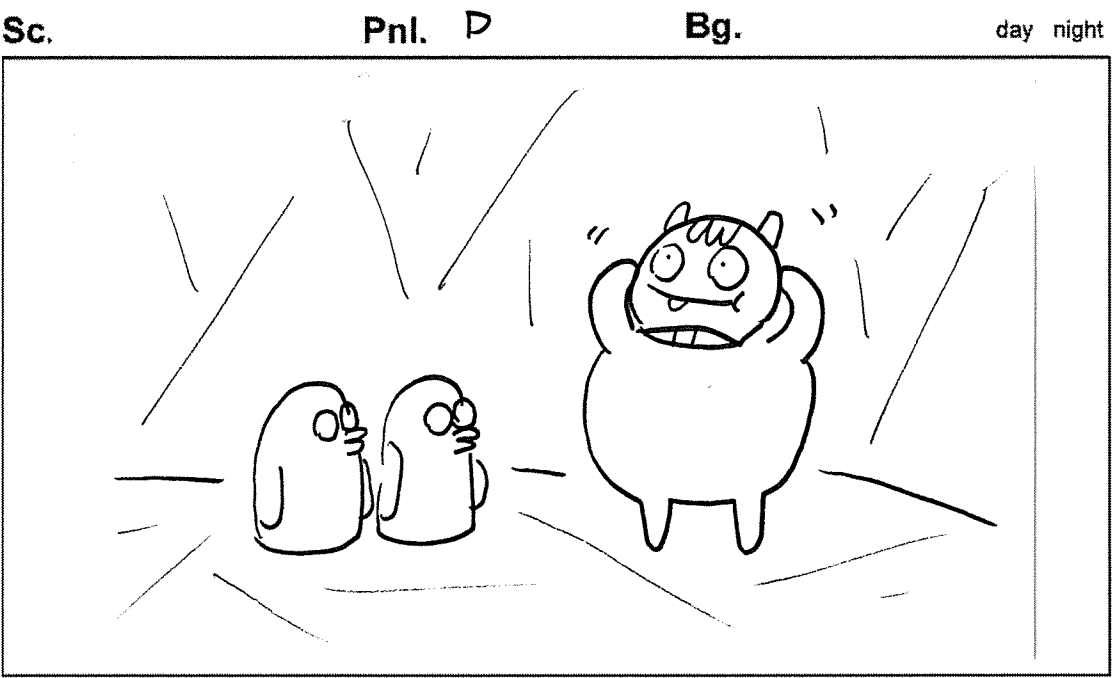
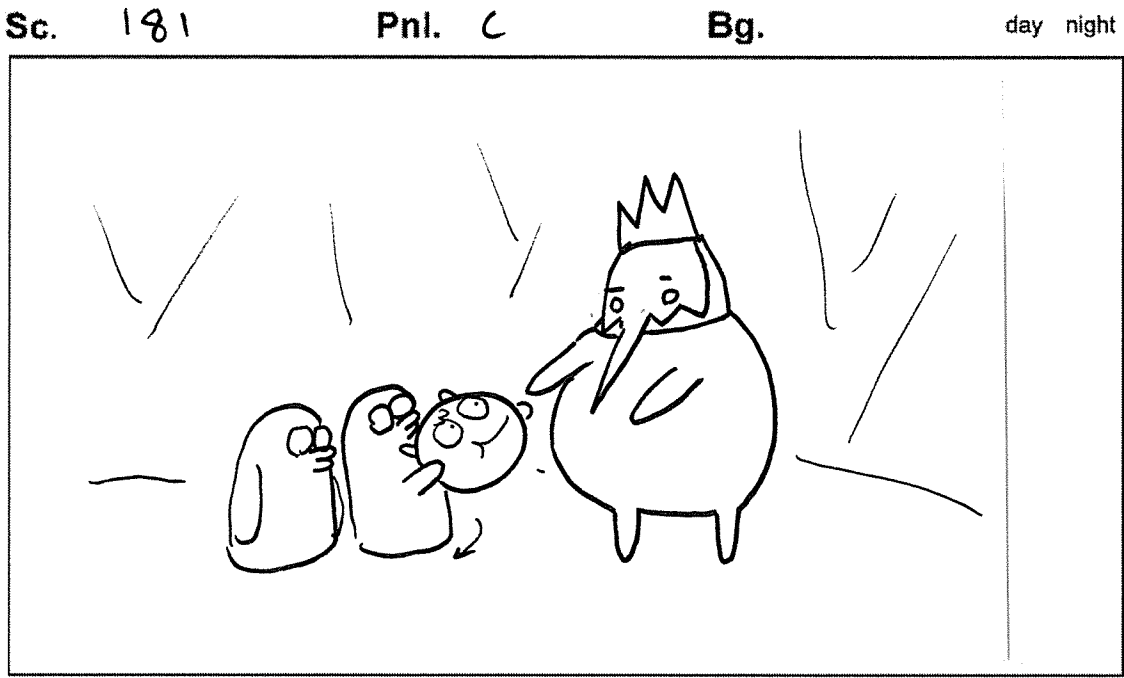
Sc. Pnl. B Bg. day night

Dialog:	Ik/ (vo) so yes , I decided to spy on you - ..	Ik/ (vo) ...dressed as a horse .
Action:		
Timing:		

100231
EPISODE #
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

100231 EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



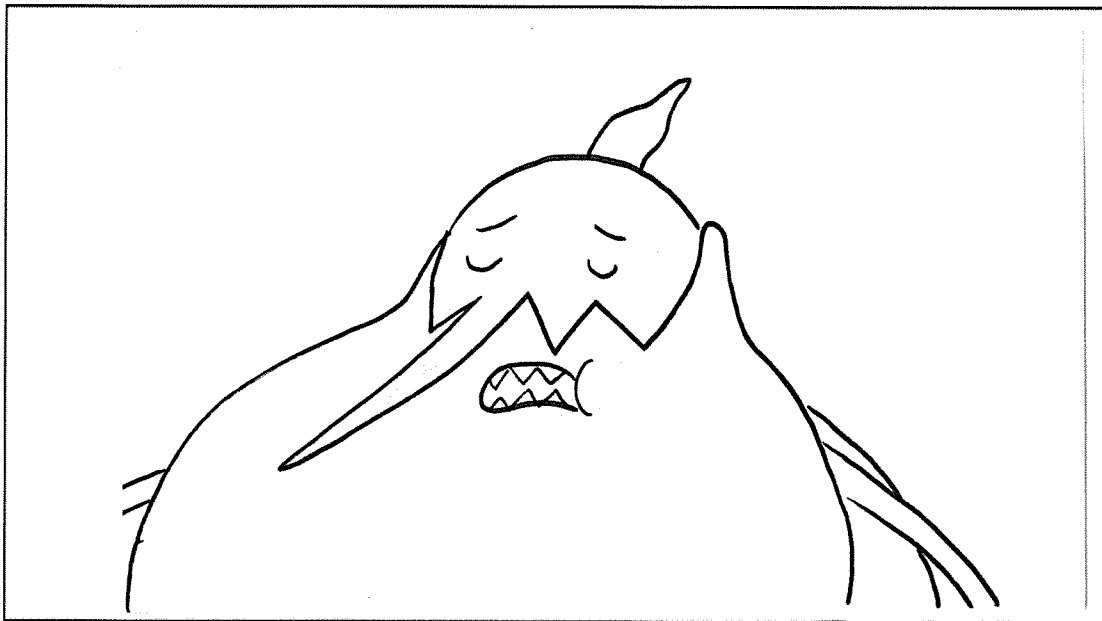
Page 255

Sc. 182

Pnl. A

Bg.

day night

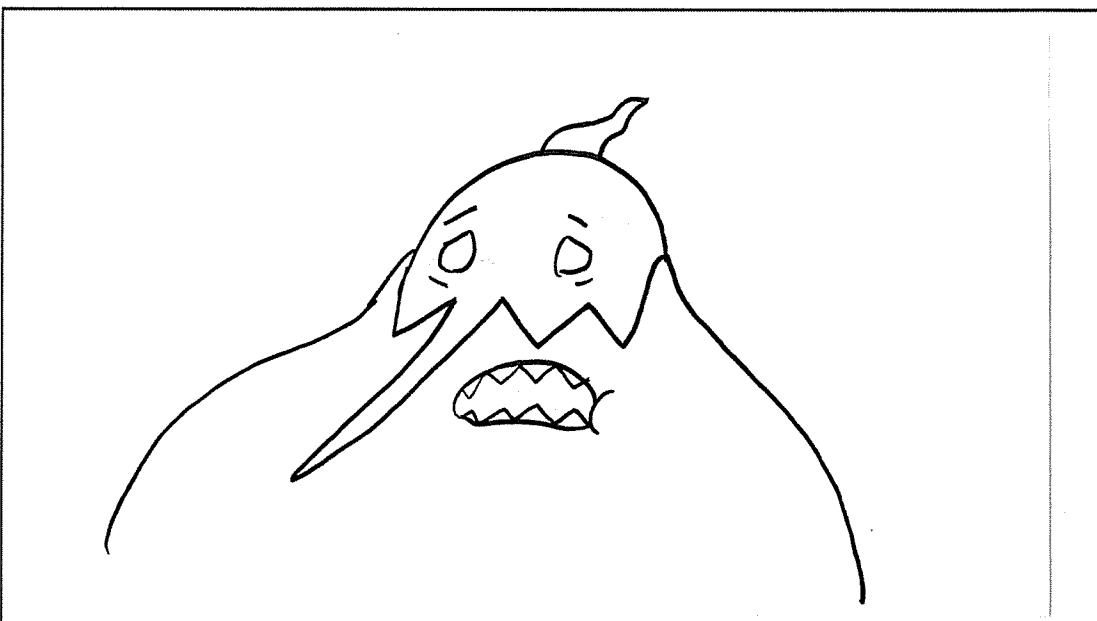


Sc.

Pnl. B

Bg.

day night



Dialog:

I Guess
IK / But my plan Failed

Action:

Timing:

IK! All I observed was
you two arguing over how
to get rid of me.

100231

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



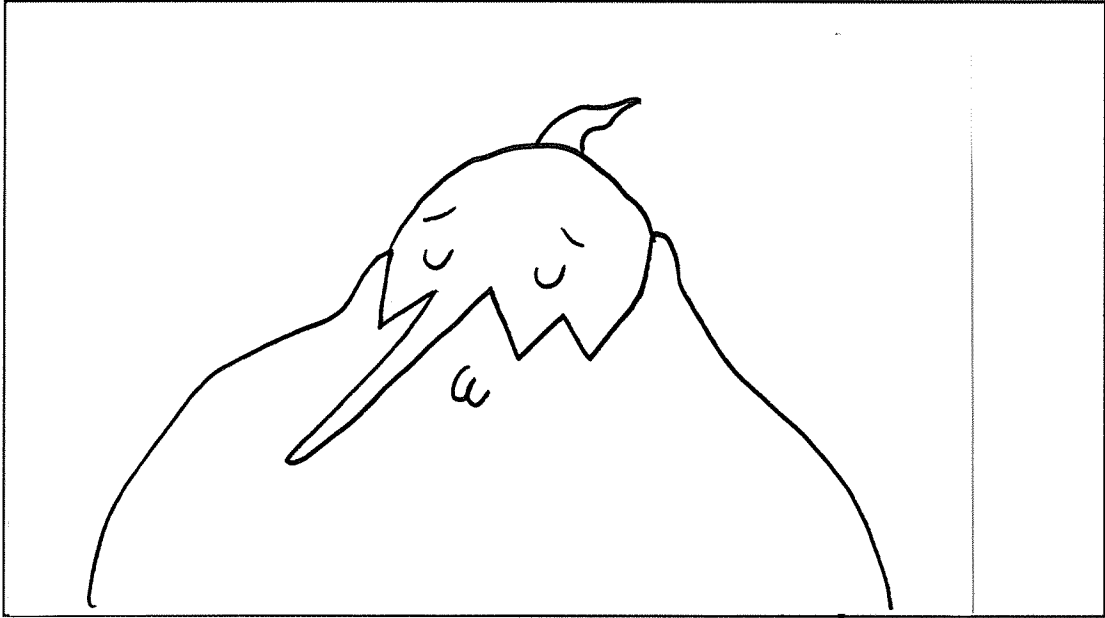
Page 256

Sc. 182

Pnl. C

Bg.

day night

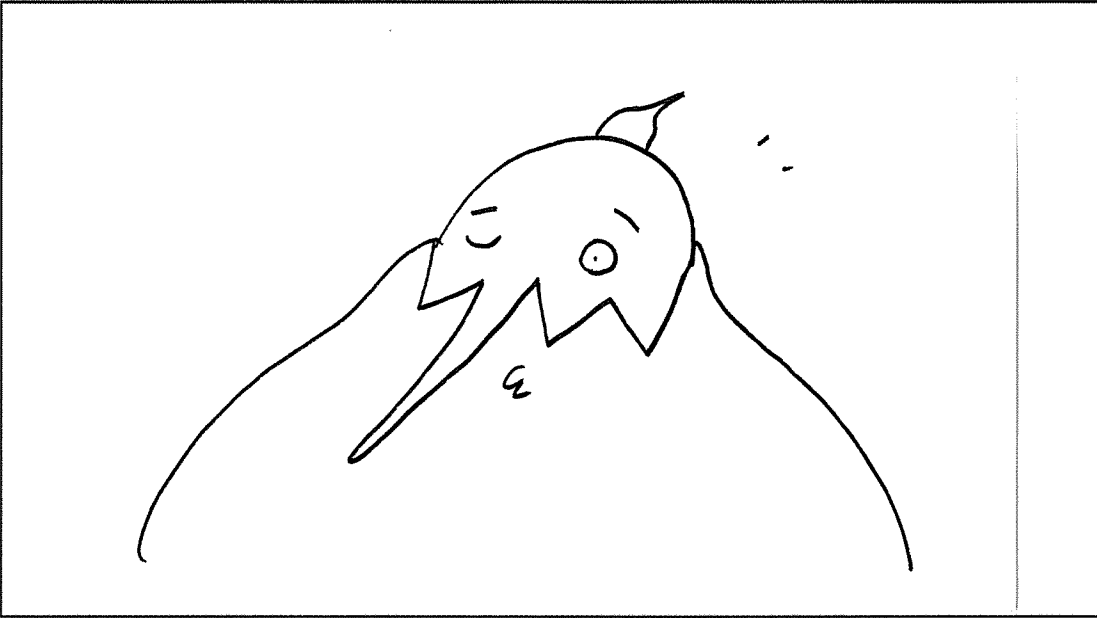


Sc.

Pnl. D

Bg.

day night



Dialog:	
Action:	F&J (snore...)
Timing:	

100281
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

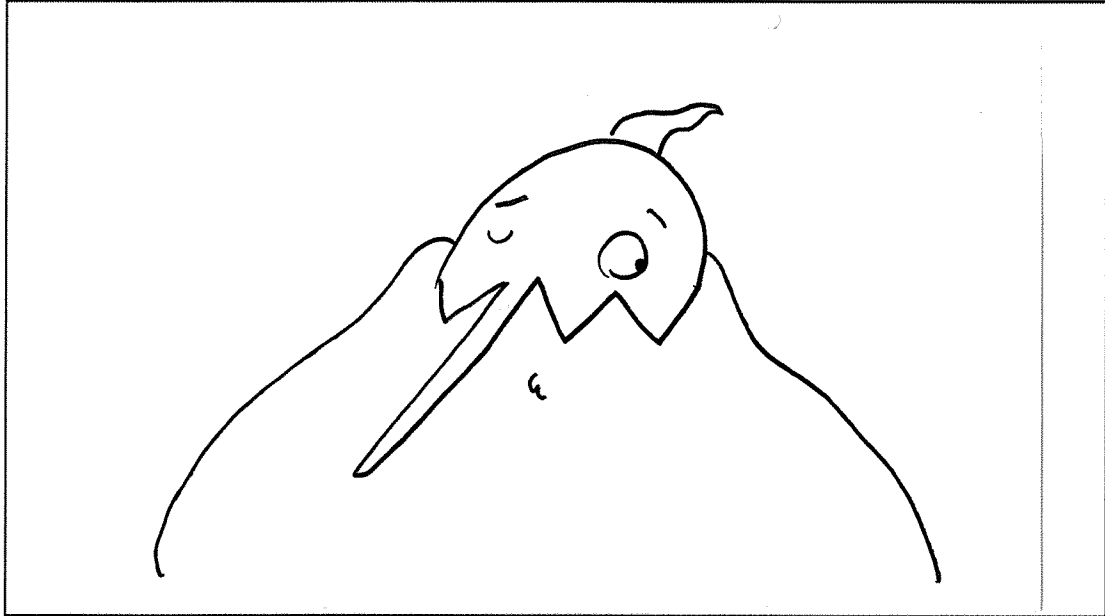


Sc. 182

Pnl. E

Bg.

day night

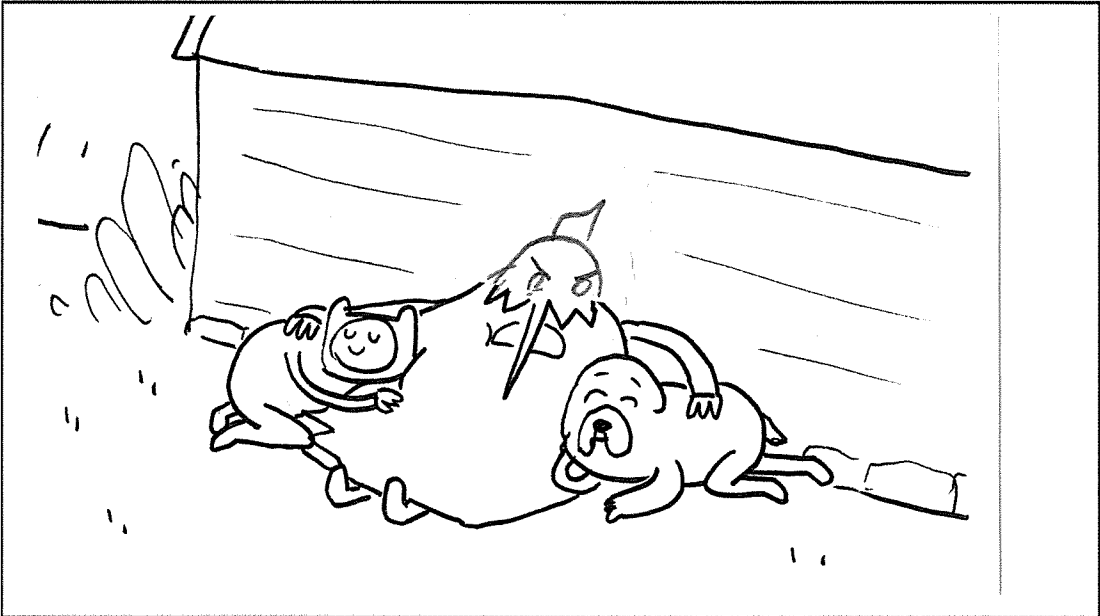


Sc. 183

Pnl. A

Bg.

day night



Dialog:

F+J / (o.s) zzzzzz.....

IK / Hey! Are
you
sleeping!?

Action:

Timing:

100231
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(Snores continue.)	(K) hmmm...
Action:		
Timing:		

100231
EPISODE #
Production :

ADVENTURE TIME



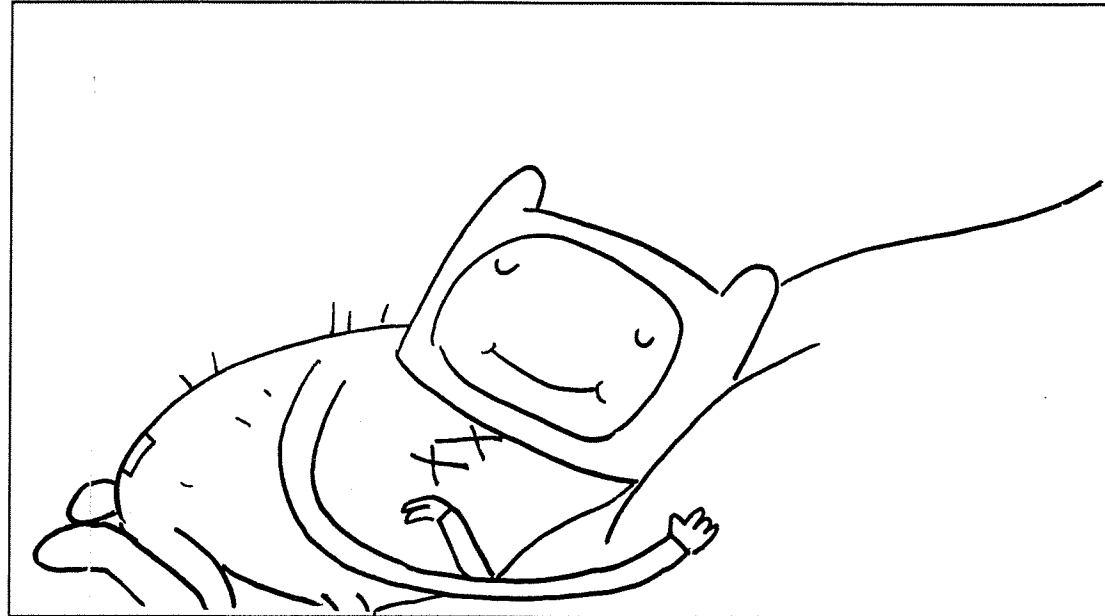
Page 258

Sc. 184

Pnl. A

Bg.

day night

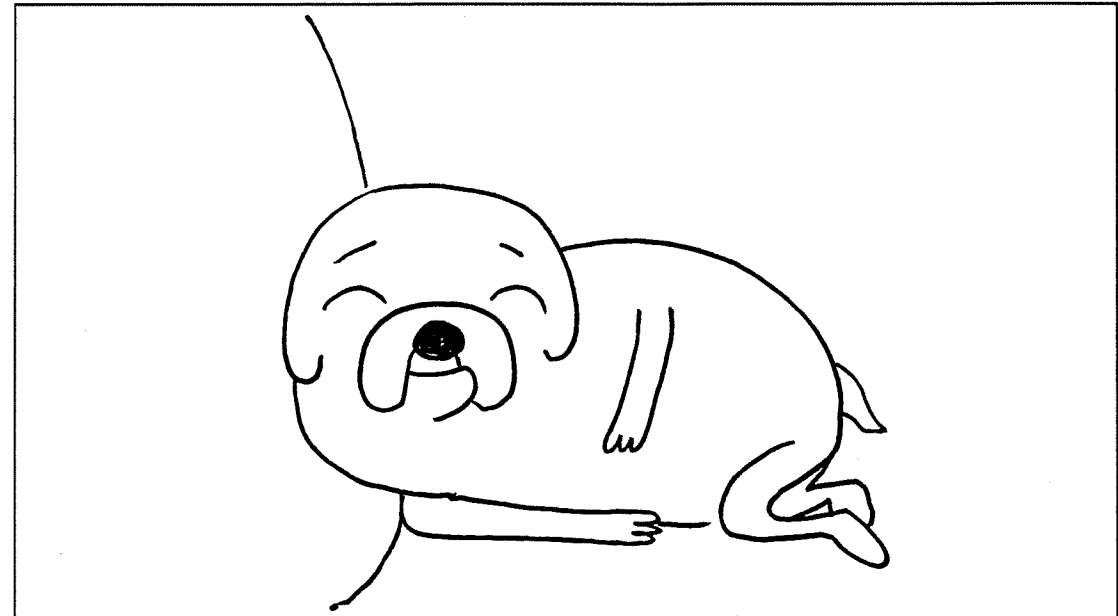


Sc. 185

Pnl. A

Bg.

day night



Dialog:

F&J: SNORING (WE'LL NEED A LOT TO COVER ALL THESE SCENES)

Action:

Timing:

100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(K) GASP!	(K) IS this it?
Action:		
Timing:		

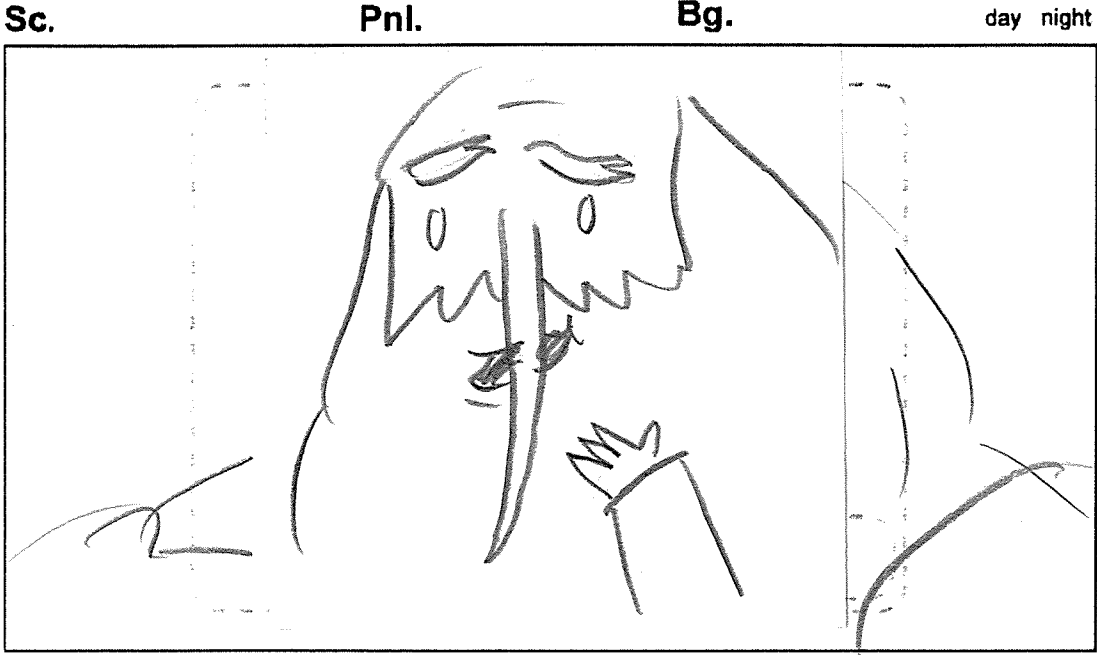
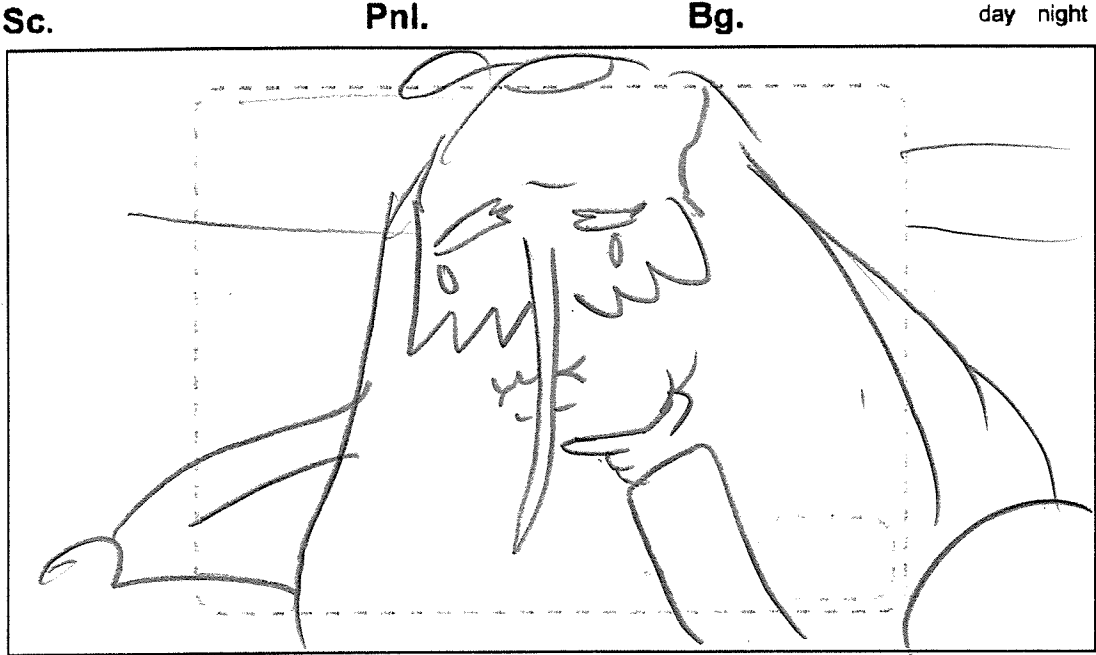
100231
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 258B



Dialog:

Action:

Timing:

(1K) sleeping?

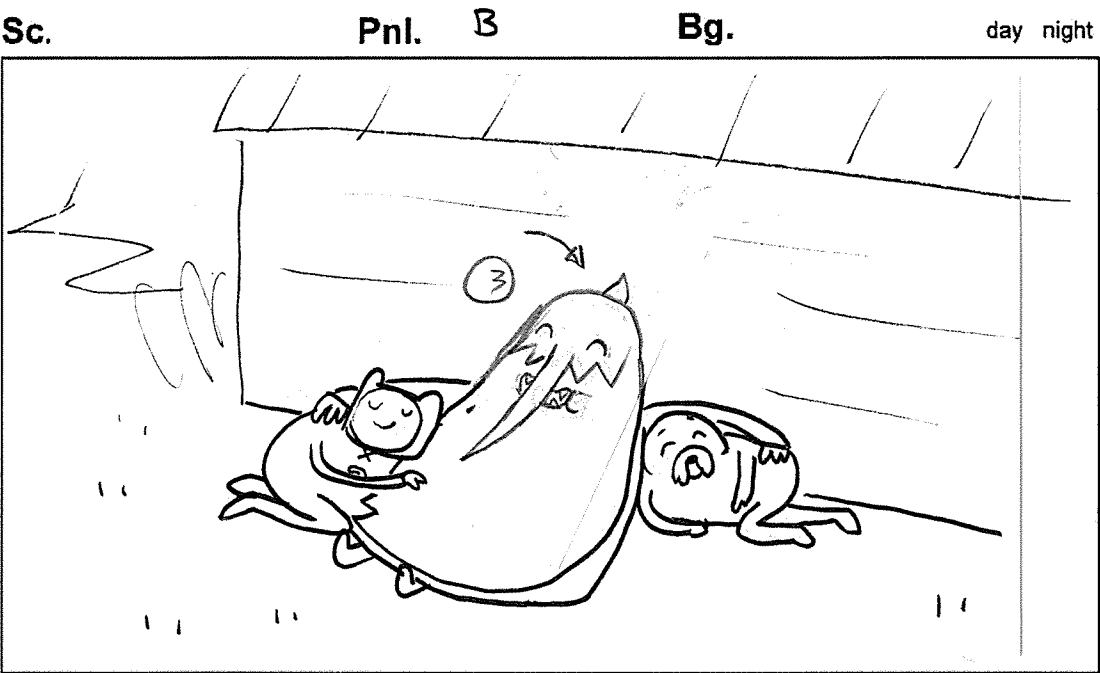
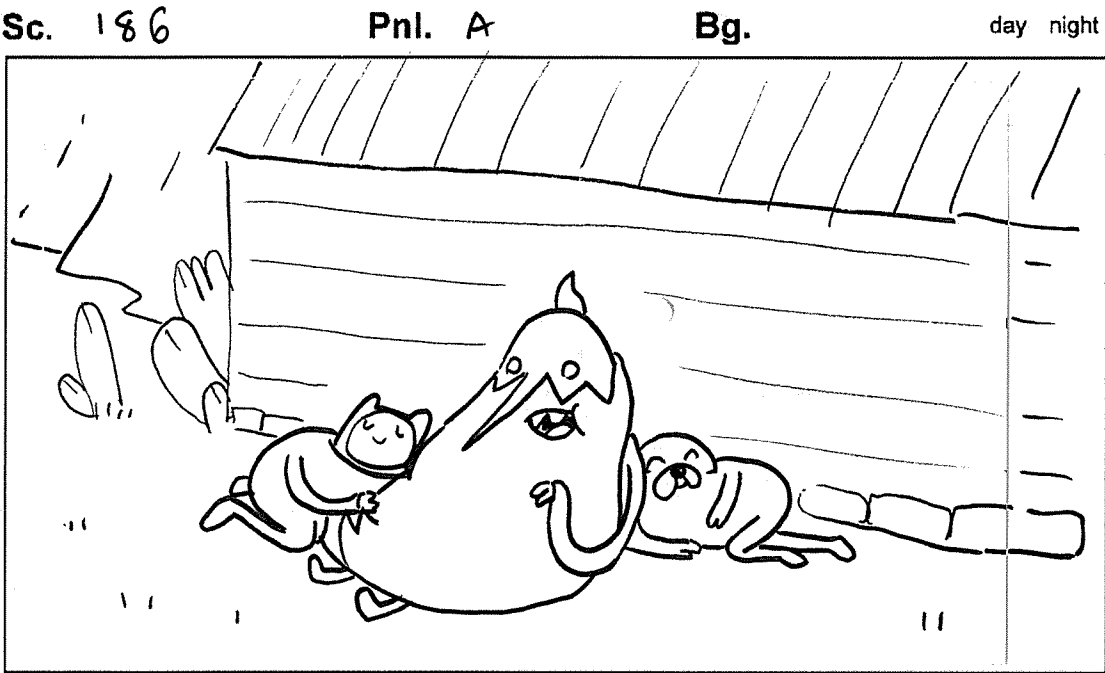
100231

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	IK/ could it be that all I need is a good night's rest?	IK/ Ahhh...
Action:		
Timing:		

100231

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(14) (V.O) ... I'm ...

Action:

Timing:

100231

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(1K) (V.O.) Still not happy...

Action:

Timing:

100231 EPISODE #

Production :